DC's J.L.A.,
Black Hood Artist
Rick Burchett
Interviewed

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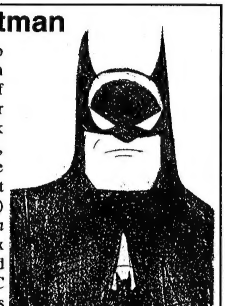
NEWSFLASH!

A New Look At Batman



Another Batman title? How many is that now? Well, don't jump the judgemental gun this time because *Batman Adventures* is an altogether new perspective of the Caped Crusader. Spinning off of the new Batman animated series that will debut this September on the Fox network, DC planned a new limited series for the Dark Avenger but the latest news is that it will now be ongoing! Yes, ongoing! The same format as *Legends of the Dark Knight* will be integrated into this new series with varied story arcs by different writers and pencillers however Rick Burchett (*Black Hood, JLA*) will be on board as the mainstay inker. The first story in *Batman Adventures* will be penciled by Ty Templeton and will run six issues. Now, the trick to this new title is that it is a spinoff and Batman is based on a simplified design for the Fox cartoons. DC will attempt to maintain an animated, fast-paced tempo that goes beyond the simple dynamics of the other regular Batman titles. It should be quite interesting to see how the public will react to a more animated, simplified version of the Dark Knight.

Gary Gygax To Release New Project In Atlanta

Gary started Gen*Con more years ago than he wants to think about, then co-founded TSR, authored *D&D*, conceived *Dragon Magazine*, created *Advanced Dungeons & Dragons*, acquired *Amazing Stories* for TSR, co-produced the *D&D Cartoon Show*, wrote novels and instruction books, and did a whole lot of other stuff in between. Big deal! What's he done lately? The last thing anyone has seen from this guy was way back in '89!

Okay, we have it that Gary has been working for years on some highly secret project, and that at last he'll unveil it at Dragon*Con/ACE 1992. The whole thing is really hush-hush, but from what we can tell, it has something to do with a computer game and maybe more. According to him it is "monumental, multi-faceted, and a must." Someone once doubted that Gary could ever top his major game work, but he assures us that what he has done is "the proverbial quantum leap" beyond his past efforts, and, evidently, in more ways than one. "I really do wish that I could be more detailed, but there are a lot of reasons why nothing much can be said until later - competition and contracts - not a game but real life, you know."

You can read about it afterwards, of course, but to get the real honest-to-goodness scoop, be there to talk to the Old Master personally. Gary will reveal what he has been doing these past years, perform some show-and-tell, and sign a few autographs, of course.

Image Is Supreme

In September, fans will be treated to yet another new Image Comics title set in the Youngblood Universe. *Supreme #1*, scheduled as an ongoing title, is co-plotted by Rob Liefeld and features the talents of Brian Murray. Supreme, Earth's greatest hero between 1920 and 1940, has returned from 50 years of outer space adventures to find the world not as he left it. *Supreme #1* includes his first meeting and subsequent "all-out battle" with Youngblood. To get a preview of Supreme, check out *Shadowhawk #1* in August. This Image title will include what Valentino calls "*Extra Image*. It's our version of DC's old bonus book program." The featured *Extra Image* is a 5-page story that debuts the ultra-empowered hero known as Supreme. Sounds like something not to be missed!

About the cover..
Rick Burchett gives us his rendering of Superman, Guy Gardner and the Black Hood.

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HIDE! Here Comes The Publisher!

Welcome to Comics Arena #2! A lot has been going on around the Comic Industry so we've decided to expand our news section even larger than before with more comic news plus additional pages for Industry, Gaming, Cards, and Toy news. Our interview for this issue is twice as along as last issue's and I just reviewed the tape for the Gary Barker interview for issue #3 and it looks like it may double again! How's that for comprehensive?

A little inside news about ourselves includes: **Issue #3,** our Gary Barker interview touches on his work with Marvel, DC and Garfield and this issue will include a special Sky Comics Poster premiering some of their upcoming characters as well as some appearing in **Sky Comics Presents** right now. **Issue #4** will sport a new Flip Cover! One cover features DC's hot villain **Eclipso** by Bart Sears and the second cover will be Gaming-Related. **Issue #5** has Larry (**X-Factor**) Stroman showcasing his newest creation for Image Comics **TRIBE** to be released in November this looks to be one of Image's hottest books yet. Along with a **TRIBE** cover we will be inserting a limited edition Image Card featuring Larry's **TRIBE** in this issue. **Issue #6** is a Demon and Lobo cover penciled by Val Semeiks and we're working on a special insert for that issue so at this time I can't give anymore info.

Now, on another subject, having been out at several appearances over the past couple months and talking to the younger comic readers, it seems that alternative comics are being looked at a bit more now (it being the Great Alternate Depression and all). This makes me happy. Maybe because Dark Horse is printing many of their hot movie properties in black and white, the successful Ninja Turtles are re-emerging from their shells, and the recent uprising of the infamous Image Comics has helped the alternate industry but I would also very much like to think it's because of the "above and beyond" dedication of many long-running alternatvie series creators such as Dave Sim on **Cerebus**, Wendy and Richard Pini on **Elfquest**, and others that are putting their heart and souls into their beautiful work.

I'm rambling and I know, I know, enough is enough! So, until next month,

B.

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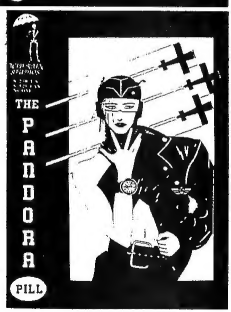


SHHH! Here Comes The Editor!

Alright, folks, here's the second issue. First of all, thanks for hanging with us. You got class. I could sit here and hype *Comics Arena* and go on and on about how it's "*totally awesome, dudes! How incredibly rad this is...*" but who needs it, you know?

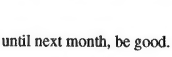
Simply a mere inquiry to begin...how do you like us so far? That's what we want to know. If you enjoyed our last issue then you're in for a real choice bit with this one because, as with all things, the more you do something the better you get at doing it. I think that holds true for our modest little mag here. You may have noticed the nicely airbrushed cover. The smoother blend of tones makes for a definite mood-setter, don't you think? And, upon reading us, you may notice the design-oriented layouts and more pages dedicated to...no, no, no! It's **not** a price guide! Jeez, don't scare yourself like that! Look, don't worry. It's something a tad bit more worthy of your money than that, you spendthrift, you (we're less expensive than those other guys, by the way). It's **MORE** news. Who could possibly give you more news than *Comics Arena*?

Okay, pal, you gotta do me a favor...keep an open mind. Give us a read, have fun, peruse out unpretendingly intelligent articles(and editorials) and **let us know what you think**. Write to us. Talk about us. Get your retailer to order more of us so your friends and acquaintances can share in the witticisms and wisdom that is truly the essence of Comics Arena. We've got to get our depressingly meager orders up so we can flourish and become plentiful. Otherwise, it could be threatening "hiatus-time" already.

Expanding on that note, I wish to be honest with you. Obviously, we don't have the financial backing of *Wizard* and we don't have the preliminary contacts of *Inside Comics*. But, we're growing...fast...and, given the chance, Comics Arena could easily become the fans' favorite mag on the racks and beyond. However, we need your help. I've pretty much let you know what you can do, so, do what you can. I'm trying to keep dignified about this. Really. Let me know if I sound like I'm begging...because I'm not. I'm just...uh, urgently asking. Yeah, that's it.

Anyway, thanks, guys and gals, and until next month, be good. Be mellow. Take it easy.

Ciao for now,



The Editor

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Art: Address all submissions to Comics Arena, 264 Main Street, Florence, Kentucky, 41042. Send good copies of stats please. Put your name and address on the back of each piece of art. Always include an S.A.S.E. if you wish your materials returned.

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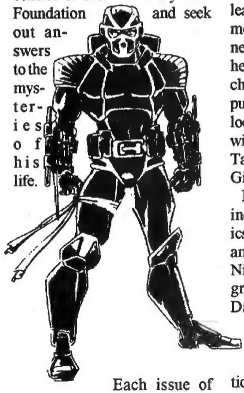
COMIC NEWS

Bashin' and Thrashin'

Once heralded as baby Avengers, the New Warriors proved that they have what it takes to play with the big boys. Now, Night Thrasher, the leader of the New Warriors, ventures forth in his own four-issue limited series! Recently, *New Warriors #25* concluded the "Nothing But The Truth" story line which explained a lot about the New Warriors, but still left other questions unanswered.

In the *Night Thrasher: Four Control* limited series, the Taylor Foundation is in jeopardy when it slips from Thrash's control into the hands of the board members. Thrash confronts each member of the board and discovers that there is a failsafe device and Chord is it! Unfortunately, Chord has been kidnapped and might soon die! Outfitted in his new armor, Thrash races around the clock on a world-wide quest to save Chord, regain control of the Taylor Foundation and seek out answers to the mysteries of his life.

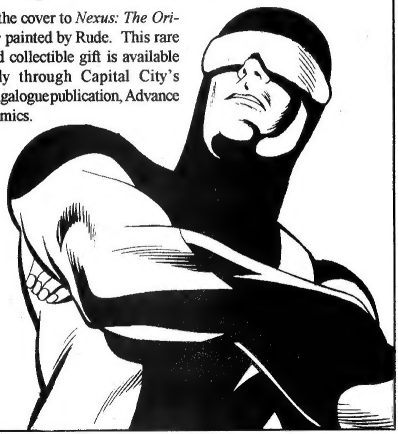


Each issue of *Night Thrasher* will deal with a different theme: first strength, then money, power and compassion. In order for Thrash to control his destiny, he must first learn to control these four elements. However, since Thrash never possessed any of these, he'll be facing plenty of difficult changes within himself. If it's pure unadulterated action you're looking for, know that Thrash will face the villainy of Bengal, Tantrum, Crimelord Lotus and Gideon!

Fabian Nicieza, whose works include such hard-hitting comics as *Nomad, New Warriors* and *X-Force*, will be adding Night Thrasher to his already growing list of writing credits. Dave (*Excalibur, What If?*) Hoover will be the artist on this limited series which is packed with martial arts action. Mark Bagley provides all of the covers. Ships in August.

Introducing The Nexus Kit!

In July, Dark Horse, Mike Baron and Steve Rude prove that the third time's a charm by publishing Nexus. Yes, Dark Horse is the third company to publish Nexus since the character was created in 1982 for it's original publisher - Capital Comics. To celebrate such a magnanimous event, Dark Horse is offering Capital City customers a special gift, The Nexus Kit. Every retailer who orders at least 50 copies of *Nexus: The Origin* from Capital will receive this kit absolutely free! Included is a Nexus cloissone (how do you pronounce that?) pin sculpted by Randy Bowen, a full color Nexus t-shirt with a design by Steve Rude and a full color poster of the cover to *Nexus: The Origin* painted by Rude. This rare and collectible gift is available only through Capital City's magalogue publication, Advance Comics.



COMIC NEWS

Malibu's Protectors One-Shots!

Malibu has scheduled three Protectors one-shots designed to help boost the appeal of the regular Protectors title and instill in the fans Malibu's strong commitment to the series. "We also want to test the appeal of the individual characters to see which ones the fans like best," says editor-in-chief, Chris Ulm. Artist Tom Derenick's favorite character is *The Ferret*. "He's a Wolverine-type," he said. "A very interesting character."

Subsequently, the first release is The Ferret #1 by Jones and Derenick and is scheduled for September. Following in October as part of Protectors month, we'll see the debut of *The Arrow #1 and the Protectors Handbook*. *Airman #1* by Jones and Matt Reynolds will debut in December.

Spider-Man Faces A Grave Situation

You thought you saw the last of Spider-Man's 30th Anniversary with *Spider-Man #26*. Well, you thought wrong! It's difficult keeping Spider-Man down or for that matter a good Spidey villain or even a great Spider-Man creative team.

The original team that brought you *Spider-Man: Fearful Symmetry: Kraven's Last Hunt* is back! Spidey's back! And even Kraven The Hunter is back! *Spider-Man: Soul Of The Hunter* is the follow-up to the highly successful *Fearful Symmetry: Kraven's Last Hunt*. This long-awaited sequel features the masterful storytelling of J.M. DeMatteis, the regular writer of *Spectacular Spider-Man* and author of *Kraven's Last Hunt*, the powerful penciling of Mike Zeck and the wonderful finishes of seasoned inker, Bob McLeod. To top it all off, this 48 page bookshelf comics sports an incredibly detailed painted cover by Mike Zeck and Phil Zimelman.

Spider-Man: Soul Of The Hunter pits Spider-Man against the ghost of Kraven the Hunter! You may have thought that Kraven was gone for good, and he is, except that his soul has not properly been put to rest. After being constantly tormented by Kraven's spirit, Spider-Man finally decides that he has to fulfill this obligation. But, first, he must battle Kraven's decaying corpse in a deadly struggle over Kraven's grave.

Zeck's previous work on the original Punisher limited series a few years ago made him one of the most popular pencilers in the business, and *Soul Of The Hunter* amply shows Zeck's skill at using a pencil as a precise instrument for expressing the imagination. Fans are sure to be pleased with *Soul Of The Hunter*.

COMIC NEWS

Simonson's Superman Special

There's non-stop action and adventure for the Man of Steel in the greatly anticipated *Superman Special* by Walt Simonson. Simonson, a fan favorite, known for such things as *Fantastic Four* and *Thor*, scripts, pencils and inks this single self-contained story that will appeal to regular Superman readers and to fans of Simonson's work.

The *Superman Special* relates a previously untold story in the history of the Man of Steel from before the death of Lex Luthor I, a story whose ramifications have a direct effect on the Superman today. Thanks to the manipulations of Luthor, all raw Kryptonite has been removed from Earth. But, a sand creature has been accidentally created in the aftermath of Luthor's experiments. One by one, the creature absorbs the Man of Tomorrow's powers leaving him helpless and dying...and leaving the sand creature as the new Superman of Earth.

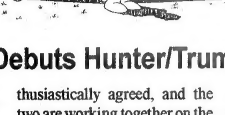
Superman must defeat this creature for his own survival, yet maintain his own strict code of conduct regarding life and death. He confronts the sand creature, as he confronts his conscience, questioning the limits of power and mercy. Shipping in September.

Antarctic Presents SBNinja High School

An all-new special from Antarctic Press based on a *Girls of Ninja High School* story by creator Ben Dunn, *Small Bodied Ninja High School* shows a uniquely bizrre look at the NHS characters and the scenarios established in the regular series! It's written and illustrated by Robert DeJesus whose work has been featured in NHS Yearbook, Girls of NHS and NHS #28-29! It looks like a lot of fun. Be sure not to miss *SBNinja High School*!

Grateful Dead Debuts Hunter/Truman's Eagle Mall

This August, *Grateful Dead Comix #6* will premiere the first of a four part visualization of an unperformed lyrical suite by the Grateful Dead lyricist, Robert Hunter, as visualized by artist Tim Truman. Called *Eagle Mall*, Hunter wrote it in 1968-69, intendiing it to be performed by the Dead, however it was too ambitious a project for practical consideration. Truman proposed adapting Eagle Mall into a graphic novel because "it's full of images that lend to themselves completely to a rather epic length graphic art representation." Hunter quickly and enthusiastically agreed, and the two are working together on the



adaptation. Eagle Mall recounts, Hunter says, "the trials of a nomadic people and embraces the notion of eternal recurrence." In a desert land, an old slave relates the tale to a group of younger slaves.

Truman's first episode is 11 pages long, with a one-page introduction by the artist. He will also color the work, and has provided his second cover for Grateful Dead Comix.

Also, in *Grateful Dead #6*, Reed Waller, artist of Omaha, will render "U.S. Blues", and Omaha writer Kate Worley will color it. Eric Vincent will interpret "Box of Rain" and Hilary Barta will render "Shakedown Street". There are also a few more surprises in store, so stay tuned.

COMIC NEWS

Lobo Has A Blazing Chain Of Love

What more do Lobo fans want from the main man? From the twisted visions of writers Keith Giffen and Alan Grant, with the able assistance of Denys Cowan, comes Lobo's all sex-and-violence issue, *Lobo: Blazing Chain Of Love*. This is a 32-page one-shot special that pushes the boundaries of humorous adventure as only a bastich like Lobo can.

Working once again for Ramona, the hairdresser/skip tracer, Lobo is on the trail of a beautiful murderess who's hiding in the harem of Sultan Algor. The only problem is that the Sultan's harem is the size of New Jersey and the ladies are very lonely. Lonely enought to settle for the likes of Lobo? Will Lobo survive the bounty of female wiles? Will he still find his bounty? How much implied sex will DC allow? Will the "Suggested for mature readers" label cover this steamy science-fiction, psycho-sexual farce?

And in the age of AIDS awareness, will Lobo use any protection? The answer is "yes" as Lobo endorses condom use in *Blazing Chain Of Love*. Ships in July.

Topps Comics Premieres

Coppola's Dracula

The debut series in the eagerly anticipated Topps Comics line is *Dracula*, a full-color adaptation of Francis Ford Coppola's upcoming film, starring Gary Oldman, Anthony (*Silence of the Lambs*) Hopkins, and Winona (*Edward Scissorhands*) Ryder. This four-issue adaptation is written by Roy Thomas and illustrated by Mike (*Gotham By Gaslight, Wolverine: Jungle Adventure*) Mignola and John (Green Arrow) Nyberg. Each issue of the series will include Dracula movie trading cards (exclusive to the direct market). Topps will also produce a standard card set on the Dracula film. *Dracula #1* will retail for $2.95 and will be solicited to ship in October (approximately 30 days prior to the film's opening).

Azrael Joins Batman In Mini-Series

Veteran Batman writer Denny O'Neil provides the story for one of Batman's most challenging adventures in the 4-part miniseries *Batman: Sword Of Azrael*. Illustrated by risinf superstar Joe Quesada, artist of The Ray, and acclaimed inker Kevin Nowlan, this miniseries promises to become a legendary part of the Batman mythos.

Azrael is the enforcer of the semisecret Order of Saint Dumas, whose existence dates back to the time of the Crusades. When a bullet-ridden angel of death crashes into the midst of a Gotham city parade, Batman is drawn into the mystery of Azrael - father and son, avenger and sword.

The quest leads both Batman and the young Azrael to Europe

where they separately investigate the murder of the elder Azrael and the trail of death he followed. Inevitably, the two paths cross.

In *Batman: Sword Of Azrael*, Azrael becomes a major part of Batman's supporting cast. Though Azrael's scope will be international, he will be appearing in the Batman titles, particularly in an upcoming story arc of *Batman: Shadow Of The Bat*.

Issue #1 of *Batman: Sword Of Azrael* will feature a 3-part wraparound gate-fold cover featuring the bold, graphic rendering of Quesada as inked by Nowlan, showcasing the Batman, the old Azrael and the new Azrael.

There's a brand new hero in Batman's world...like it or not. Ships in August.

COMIC NEWS

AC Alert In August

The original Ms. Victory has returned, blazing into action once again, but for how long? Reinstated as the leader of Femforce, Joan Wayne finds herself in combat against the comic book villain come to life, The Claw, and his army of Clawites! It looks as if Darkfire has joined forces with Claw and plots to bring yet other fictional villains to life via her Mento Helmet!

Femina: Dreamgirls by Caliber

Erotic art by Lurene Haines, noted painter and artist, will be showcased in this pin-up book entitled *Femina: Dreamgirls*. This book will not only utilize a variety of mediums and styles but will place each of the subjects in a unique setting. Lurene's paintings have appeared in galleries all around the country and she is one of the more popular cover artists in comics today. Look for her new book with Dave Dorman as well as her Big Sky coming from Tundra. Although female nudity will be shown, no sexual scenes will be included.

More From Gauntlet

Caliber's Gauntlet Comics bring you another action-packed series...*Steel Angel*! In a world of cybernetic implants, genetic engineering and new inroads into computer programming technology, corporation warfare has been taken from the board rooms and stock market into the streets. The police, much like in the heyday of gangsters are stuck in the middle and are desperately trying to restore normalcy and order. With the creation of the Cybernetic Research Laboratories, the police feel they may have an answer to combat the corporate criminals.

Celia Westcott is the first to benefit from the newly created cybernetic prototype. Born with underdeveloped arms and legs, the suit was created to give her an opportunity for a normal life but the corporations realize how potentially powerful the suit can be and they seek to capture the suit, whether Celia needs it to survive or not! A new series from Scott Friedmeyer and Fredd Gorham, shipping in July.

Veitch Brings You The Maximortal

Rick Veitch returns with an ongoing full-color series in the blasphemous tradition of the *BratPack*! Every pantheon has one! A hero possessing unrivaled strength and nobility of purpose, and whose only weakness stems from his near-perfection. Over the years, comics have provided us with a number of these ultimate heroes and Rick Veitch's magnum opus - *The King Hell Heroica* - is no exception. It began with the 1990 series BratPack and is now carried to its logical mind-blowing extreme with *The Maximortal*, the story of True-Man, a costumed character, conjured up in 1934 by two kids from Slumburg. True-Man proves to be the perfect idea for an imperfect time and when given life, takes the world by storm and changes it forever.

Also, running as a regular back-up feature will be *Rare Bit Fiends*, a real-life dream diary done in comic strip form that Veitch has been working on for more than two years. Meet the artists Id and Super Ego, visit the twisted landscapes of Veitch's subconscious mind and experience the truths that only dreams dare tell.

COMIC NEWS

The Hamsters Are Back

Parody Press releases once again in full color in their own monthly title...*Adolescent Radioactive Black Belt Hamsters Color Classics # 1* by Don Chin & Ty Templeton! The first issue cover is by famed *Silver Surfer* and *Infinity Wars* artist Ron Lim! Cool.

Another Tundra Sketchbook

Well recognized by comics fans for his excellent work on Mirage Studio's *Teenage Mutant Ninja Turtles*, A.C. Farley is perhaps best known for his work as a SF/Fantasy artist, having painted covers for Asimov's SF Magazine, Analog, SF Book Club, Baen Books and Tor Books...his edition of the Tundra Sketchbook series will include color and black and white art from both comics and mainstream book covers accompanied by preliminary sketches. Also included in this beautiful book are many unpublished paintings, drawings from personal sketchbooks, and commentary from the artist throughout. Farley is devoting most of his time these days to comics projects and this sketchbook will preview the upcoming Tundra project, *Knights of the Fallen Construct*.

I, Martian

"He reached for me as the bullet broke his breastbone. There was no one else to reach for. Strangers to each other, we were both greater strangers to the hordes of New York. He was a beatnik. I was a Martian."

With that, J'onn J'onzz, the Martian Manhunter, is hurled into an adventure story through the cultural landscape of the paranoiac 1950's in *Martian Manhunter: American Secrets*. This 3-issue prestige format miniseries explores the end of the Golden Age, the origin of the Martian Manhunter, and the hidden history of the DC Universe, as big city cop John Jones investigates an alien conspiracy to conquer the Earth.

Written by Gerard Jones and illustrated by Eduardo Barreto, the two collaborate to recreate those unique elements of 1950's America: flying saucer scares, the Cuban missile crisis, quiz show scandals, rock and roll payola and a web of murder and mystery. The Martian Manhunter must penetrate mob echelons in Las Vegas and Havana, as he discovers that aliens, mobsters and communists may be scheming toward mysterious ends.

Editor Brian Augustyn says of the series and its creative team, "Barreto complements Jones' excellent sense of period detail with his own dedication to historical accuracy. But, this project is not simply a nostalgia piece. It's a compelling and suspenseful mystery, where nothing is ever what it seems to be. Even I don't know what will happen next." Ships in August.

COMIC NEWS

Sudden Impact!

DC Comics has cancelled the entire Impact Comics line, and has focused its efforts on a re-launch of the imprint in January, 1993. Three titles - *Jaguar, Legend of the Shield and The Web* - will end their runs as of their October cover dated issues (#14, #16 and #14, respectively). The four remaining titles - *The Black Hood, The Comet, The Crusaders* and *The Fly* - will all end their runs as of December cover-dated issues (#12, #18, #8 and #17, respectively).

According to DC, a new era for Impact will begin in 1993 with the January debut of *Crucible #1*, a six-issue mini-series chronicling an eight year span in the lives of three Impact heroes - The Shield, The Black Hood and The Comet. The three remaining Impact heroes will be drawn together during this turbulent time, and their lives will be inextricably linked. This will result in startling, unprecedented changes in the Impact Comics Universe as the three heroes attempt to cope with the vast changes in the world around them and within themselves.

Crucible is written by Brian Augustyn and Mark Waid and will feature the talents of Joe Quesada and Joe Rubenstein. The new line's editor will be Jim Owsley.

According to DC, "Crucible sets the stage for an exciting, completely retooled Impact Universe - one in which the rules have changed forever."

The Wild West C.O.W.Boys of Moo Mesa

Giddyap, pardner! Make way for the most rambunctious rout of rustlin' rowdies this side of Rodeo Drive! The Wild West C.O.W.Boys of Moo Mesa are riding your way in an exciting new full-color comic book mini-series from Archie Comics.

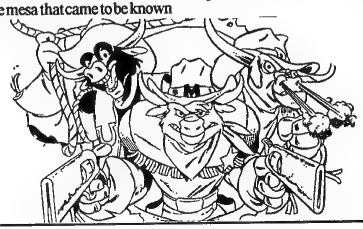
The Wild West C.O.W.Boys of Moo Mesa is an exciting new property from Surge West and Surge Entertainment. Surge and its president Mark Freeman are widely regarded as the most successful licensing and merchandising comapany in the country. The C.O.W.Boys make their debut on ABC Television this September, with a pulse-pounding Saturday morning animated series from King World Productions. In addition, the C.O.W.Boys are gunnin' for maximum exposure with the support of several notable licensees to be announced shortly - licensees which will cover toys, video games, and various other merchandise.

Created by Ryan Brown, it takes place on Moo Mesa, a long-forgotten, wonder-filled plateau where rivers run two ways (dependin' on their mood), horny toads rob banks and towns have names like Barrel and Plug. It centers around a group of Good Guy cows whose job it it to maintain law and order, protect the little cow-folk and make Moo Mesa a safe place for honesty and beauty.

Truth is, nobody can say for sure what happened. But back in the days of real cowboys, a lot of things were wild, includin' the weather. The sky was fierce and fast movin', filled with lightnin' storms and dust devils and full-on twisters. And one time, from out of nowhere, came this here comet - hissin' and steamin' and showerin' sparks and rumblin' like the thunder of a thousand cattle drives. The force of the comet started pullin' on the ground it was hurtlin' over - taking the land for as far as the eye can see and suckin' it up to the sky, causin' it to be known as the huge mesa that came to be known as Moo.

Best anybody can tell is a shard broke off during the explosion and soared across the sky, finally buryin' itself deep in the center of Moo Mesa. And, what with the shard bein' from outer space and all, well, it stands to figure that things could get mighty peculiar. Sure enough, before you could say "Wyatt Earp was a Marshal", every animal that wasn't under some kind of shelter when that shard shot over them found itself cometized - walkin' on two legs, talkin' with one tongue, wearin' all kinds of western gear...

The Wild West C.O.W.Boys of Moo Mesa are sure to be the hottest "dudes" on the ranch - not only in the West, but North, South and East as well! Ships in September.



COMIC NEWS

This GUY's Got A Ring

Guy Gardner Reborn asked the question "Without a ring, what's a Guy to do?" Now, Guy's got a ring again and he begins his own monthly series, *Guy Gardner*. No longer a Green Lantern, he's just plain Guy and he's determined to become one of the meanest guys in comics. Guy has new powers, a new costume, and the same old nasty attitude. Editor Kevin Dooley describes him as "a young Axl Rose or Archie Bunker, with the most powerful weapon in the universe. Now that the Green Lantern Corps and the Justice League aren't holding him back anymore, Guy is free to pursue his own right-wing agenda."

Written by Gerard Jones (JLE), *Guy Gardner* will establish a Rogues Gallery for Guy, with villains designed especially for him. The series will feature art by Joe Staton and inks by Terry Beatty. Ships in September.

Peter Cannon Is Thunderbolt!

Orphaned as an infant in Tibet, Peter Cannon was raised by monks and trained in the ancient art of combat. He waited to see if he would be the one to be reincarnated as the hereditary champion Varja, known as Thunderbolt. The Thunderbolt would inherit the secrets of power contained in ancient Tibetan scrolls. The hero would learn how to use his entire mental capacity, making him the strongest, fastest, most agile human alive. He would be virtually unbeatable.

The story of this mysterious hero is told in *Peter Cannon - Thunderbolt*, a new ongoing series from DC Comics.

The Thunderbolt is now in England, retired from being an American costumed hero after having been defeated by a superior foe. But danger has caught up with Peter Cannon once again and he is forced back into action to save the life of the beautiful Cairo DeVries. His return to his destined role as Thunderbolt draws him into a web of mystery, underworld intrigue, super-villains and murder. And then things really begin to get strange.

Peter Cannon - Thunderbolt is written and pencilled by Michael Collins (*2000 A.D.*) and inked by Jose Marzan, Jr. (*Flash*) and edited by Paul Kupperburg. Kupperburg says of the series, "Thunderbolt is very much a good, old-fashioned superhero. Mike is doing a bang-up job writing and pencilling the book, integrating into the DC Universe, yet keeping the sprirt of the original Thunderbolt, created by Pete Morisi for Charlton Comics in the 60's." Ships in July.

COMIC NEWS

Chaykin Returns To Ironwolf

It is a world of flying wooden ships; a world where feudal monarchs rule over teeming, hungry masses; a world where vampiric soldiers do the bloodthirsty bidding of their despotic masters. A world where all eyes look to one man for salvation and deliverance - Ironwolf.

More than 20 years ago, Howard Chaykin's Ironwolf made his first appearance as the swashbuckling, romancing hero of the people. Now, Chaykin returns to one of his first creations and along with co-writer John Francis Moore and artists Mike Mignola and P. Craig Russell takes Ironwolf to the edge of oblivion and back to his long-delayed destiny.

Ironwolf - Fires of the Revolution is an original hardcover graphic novel featuring the finest officer in the 61st century's interstellar Empire Galaktika. The story begins after the events depicted in Chaykin's original Ironwolf series, after Ironwolf's last battle. His ship destroyed, left to die in the vacuum of space, Ironwolf is mysteriously rescued. When Ironwolf finally awakens from his coma, years have passed. The revolution is over and the feudal lords are finally ensconced in power. Deprived of his lady, his vessel and nearly a decade of his life, the man who lived for battle has nothing to fight for...except vengeance. Ships late August.

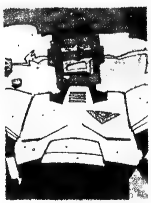
Onyx Overlord And Alien Legion

Epic has always published new, innovative stories on the cutting edge. This month Epic will add some fresh new faces to the ones you're already familiar with. The long-awited sequel to Moebius' "Airtight Garage" is finally here! *Onyx Overlord* is a 32-page, 4-issue limited series mixing fantasy, science

fiction and adventure, written by Moebius and R.J.M. Lofficier. Jerry Bingham illustrates this limited series, including the beautifully painted covers.

Private Investigator Finnegar is an average detective handling routine assignments until she stumbles onto a hideous scheme to breach the barrier protecting her world. If this barrier is breached, the "Airtight Garage" will be vulnerable to attacks by the Onyx Overlord. The Overlord is a huge construct controlled by the sinister Famechon Plikan, who has mad plans to reduce the city to rubble and enslave its inhabitants. During her adventure, Finnegar teams up with Dalxtrey, an ally sent by Major Grubert, who monitors the Airtight Garage. It's up to these two mismatched partners to save the Airtight Garage, destroy the Onyx Overlord and get rid of Famechon Plikan once and for all. It's all in a day's work.

Alien Legion returns in a 48-page bookshelf format highlighting one of the most popular members of the Nomad Squadron, Jugger Grimrod. imagine the surprise on Grimrod's face when he's on assignment and arrives on what he believed to be a planet paradise, but it turns out to be a hunk of rock! The Legion outpost is in the middle of a mutiny, and under attack by nomadic tribes, the planet is reverting to barbarism. All Grimrod and his aides Mik, Rik and Tik want now is to get off the stinking rock, but they can't until everything on the planet is returned to normal - that's the price of being a peace officer on a potential military installation. Working on a tight deadline, Grimrod must take command (a situation he's most uncomfortable with since he hates all authority). If he can't rectify the problems, he'll have to spend the next five years in this hellhole.



Alien Legion: Grimrod is brought to you by Chuck Dixon, who's written the exploits of *Alien Legion, Punisher War Journal, 'Nam, Moon Knight* and *Robin*. Mike McMahon (*Last American*) illustrates this special hard-hitting adventure.

COMIC NEWS

Valiant / Dark Horse Crossover

In October and November, Valiant and Dark Horse will team-up for a special crossover involving *Magnus: Robot Fighter* and *Predator*! The story is by Jim Shooter; art by Lee (*Daredevil*) Weeks with covers by Barry Windsor Smith. Promotional support for the crossover is forthcoming, and Diamond Comic Distributor, Inc.'s *Previews* cover for August will feature the second issue of the Magnus/Predator crossover. In addition, Diamond will be producing special Previews bags for the San Diego Con featuring the cover.

Eclipse, Clive Barker and Dan Brereton

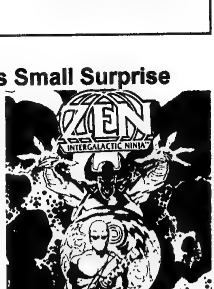
What are you really afraid of? That is the focus of one of horror fantasist Clive Barker's most terrifying short stories, *Dread*. In it, a philosophy student named Quaid is obsessed with his own fears and concocts a series of experiments to observe firsthand people's reactions to things that horrify them. The startling psychological drama follows Quaid's amoral study of his imprisoned and tortured captive's reactions and suffering. Quaid unpeels their psyches like an onion, discovering at the core the fears that haunt them in the darkness, as he continues to be tormented by his own worst fear, a recurring nightmare about an ax-murdering clown.

So, what are you really afraid of? Make certain that you know before reading this twisted tale that bears a close resemblance to the psychological fantasies of a young Hannibal Lecter.

Dread is a fully painted 64-page graphic album, adapted by Fred Burke and illustrated by award-winning *Black Terror* artist Dan Brereton.

Zen Comics Has Small Surprise

Zen Intergalactic Ninja, Volume 3 #5 is part 5 of Defend The Earth. This all-new issue features the work of several different artists including *Heavy Metal* contributor Jim Fletcher, former *Detective Comics* artist Jim Fern, the original Zen crew and a cover by Mike Mignola. If you follow the adventures of this heavily-armed eco-warrior, you're in for a treat! Ships in August.



Simon Bisley's Dredd

Sal Quatuccio of Fleetway Publications has announced that Simon (*Lobo*) Bisley will be doing the lead story of every issue of *Dredd Rules* for at least the next six months starting with issue #10. The stories will run eight to ten pages and will range from average graphitti-painting perps to Dredd taking on Santa Claus (has that been done before? I wonder who will win...). These stories will be fully painted and printed on glossy paper. Given Bisley's exploding popularity rating from such projects as *Batman/Judge Dredd* and *Lobo*, this is quite the prudent move on Fleetway's part. Look for it!

COMIC NEWS

Cry For Dawn... The Documentary

Now, for the first time, see it all, the making of the controversial *Cry For Dawn* television spot, currently being run in markets all across the United States, behind the scenes interviews with co-creators of Cry For Dawn Joseph Michael Linsner and Joe Monks, on-the-road footage as they travel the country on their 1991-92 tour of the comic convention circuit. Hear from Producer Larry Salamone and Director Robert Horan why they chose to showcase their work on a project promoting, of all things, a modern underground, independent comic book.

This 30 minute videocassette also features not only the television spot, but the full, uncut Director's Version, running some three times the length of the nationally broadcast version. Not to be missed. Each videocassete will be prepackaged in boxes featuring original Linsner artwork on the cases and shrink-wrapped.

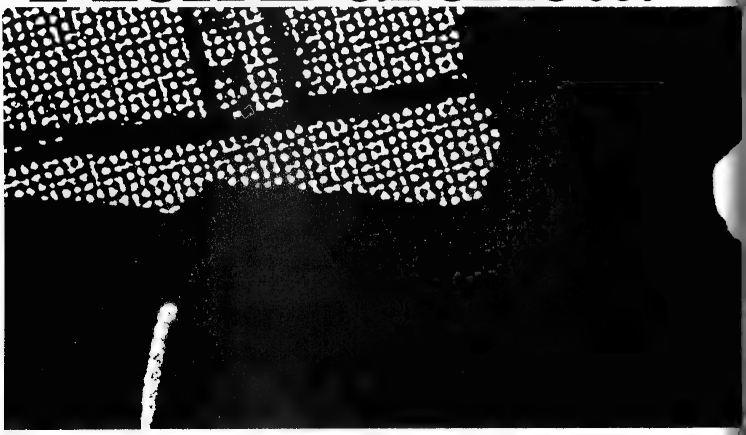
Terrific Turtle Triptychs

Archie Comics is pleased to announce that the following upcoming issues of *TMNT Adventures and Mighty Mutanimals* will not only have a crossover storyline teaming the Turtles and the Mutanimals, but will also contain a wild triptych cover by TMNT co-creator Peter Laird with A.C. Farley! Combine the three covers to create one amazing poster/cover. Look for these issues to assemble your poster: *TMNT Adventures #38, Mighty Mutanimals #6*, and *TMNT Adventures #39*!

Mondo Mayhem From Gauntlet Comics

Hot new artist Richard Ferguson (*Offerings* from *Cry For Dawn*) debuts *Daimons*. Four visitors were left upon this world to monitor the growth of the fledgling planet and to implant new, unsanctioned life forms that were outlawed by the Federation. The beings waited for a communication from their homeworld. At first, they grew suspicious, then they despaired. Finally, they went mad. Through the enormous time that passed, their true past became just a dream and now their present form was their only reality. It is now 1992 and for three of these newly awakened beings, it is the time of the new formation...the time for the collective desires of the mortals of this age to shape the new Gods. the fourth one has never slept, never gone through the change. He holds the key to ultimate knowledge and to ultimate destruction. Will the others join him or destroy him? Scheduled for an August release.

Rick Burchett:



This interview was conducted via telephone in late May this year. It was an enjoyable interview with an enjoyable man on an enjoyable day. As you might have gathered, we enjoyed it. We hope you do, too. Read on.

CA: How are you today?

Rick: Doing fine.

CA: Big starter question . . . where did you learn to draw? When did it dawn on you that you wanted to work in comics?

Rick: Uh, pretty early actually...I started drawing when I was five years old. I watched a lot of cartoons on TV when I was a kid and copied those characters and spent a lot of time doing that. That was really my first inclination, animation, and not too much later I discovered comics and kind of gravitated in that direction.

CA: So once you discovered comics did you kind of teach yourself to draw?

Rick: Yeah, more or less. I guess it's like everybody else...you start by copying characters, your favorites, and drawing your own stories and putting them through their paces so you teach yourself by studying other peoples' work although you don't know it at the time.

CA: Did you go through any big style changes when you were first starting out?

Rick: What I found I did when I started doing the more realistic stuff is I found that I would pick up little pieces of business from different artists so I never really emulated any one person's style. I would pick up figure stuff from Jack Kirby and lighting effects from Will Eisner and storytelling from Joe Kubert...any bits and pieces from artists I really liked, that appealed to me and I guess, although I didn't intend to do it that way, I guess subconsciously I picked the best of everybody and put it together.

CA: Were those your first influences?

Rick: Going back, my first influence as far as comic books go even though I wasn't aware of it at the time was Alex Toth. He was a big favorite when I was pretty young. I didn't know his name, I didn't know who he was...

CA: You just liked the stuff.

Rick: Oh, yeah.

CA: Do your influences change or are they pretty much still the same?

Rick: Pretty much the same for me...Kirby, Eisner, Toth, Milton Caniff and Kubert are probably the major influences on me and they still are because I still haven't learned everything I can learn from them yet. You can learn a lot from studying their work. It's like going to school. You just continue to learn. Each time you look, you'll see something different that you didn't see before.

CA: Makes you wonder where

INTERVIEWED

did they learn it?

Rick: Yeah. These are pretty much the guys that began the business. There weren't a lot of influences for them to pull from...the newspaper guides, of course...Raymond, Hal Foster, Burne Hogarth...that was their influences so, you know...

CA: What was your first professional job in comics?

Rick: Let's see...uh, the first professional printed job was a story I did for Charlton Bullseye when Bullseye was printing amateur work. That was...oh, gosh, the late 70's, I guess...or early 80's. It was a four-color comic that Charlton published. I sent a story in to them, written and drawn and done up of one of their characters, Mike Mauser, that had been a back-up in *E-Man* and they printed that and I think the pay for it was 25 copies of Charlton Bullseye. I guess that was the first professional work.

The first professional job I was paid for was, gosh, I guess you'd have to jump ahead to 1979 or maybe a little earlier and it was a story I did for First Comics and I believe the first thing I did for them was an inking job on a back-up in *Warp*...it was either that or ironically enough another Mike Mauser story...

CA: You almost got stuck with him for a while there, huh?

Rick: (Laughs) I didn't mind. He was a great character, still is and, uh, I guess somewhere around there was the first professional work.

CA: Sounds good. So, who would you like to work with or are you happy where you're at?

Rick: I'm real fortunate where I'm at right now working with the guys I'm working with...they're all not only nice people but really top professionals and I can learn from everybody I'm working with. As far as who I'd like to work with...there's tons of people, a lot of guys I'd like to work with especially as an inker...oh, gosh, uh...

CA: So many to choose from...

Rick: Yeah, the line starts here. So many...and to me that's one of the plusses to being an inker because you get to work with so many different pencilers.

CA: And that teaches you something.

Rick: Oh, yeah and you can learn so much, especially seeing work in the pencils stage which a lot of people don't have that opportunity. You can learn a great deal and you can spot the strengths of an individual penciler by seeing their penciling and studying things like do these guys really know perspective, do they know figure drawing because a lot of that comes through in the pencils and inkers will fix mistakes as they go along...

CA: Good inkers...

Rick: Yeah, good inkers. You can really see who's got it and who doesn't and that's always fascinating but the whole collaboration of being able to ink different pencilers is tons of fun.

As far as writers, there's lots of good writers...I've been fortunate enough to work with Mike Barr on a story one time and that was great fun. Doug Moench and I did four issues of *Blackhawk* one time and that was wonderful. Marc Wheatley, my partner on the *Black Hood*, is probably one of the most brilliant, creative people I've ever known and it's exciting working with him. Dan Jurgens on *Justice League*...Dan is such a solid storyteller, he knows his stuff, this guy is great. He's probably one of the most underrated superhero creators working right now.

CA: He's really starting to break through, though, it seems.

Rick: Yeah, oh, yeah definitely and again I get to see the pencils on *Justice League* and it's just stunning!

CA: How are things with Dan on *Justice League*?

Rick: Real good. I'm starting to find my niche on the book. Everytime you start a new gig, especially with someone you've never worked with before it takes you a few months to "find your voice" as they say and find out what you can bring to the project...

CA: To really make those things click...

Rick: Exactly. And even though things started out real well, I think they're getting even better month-by-month and I'm becoming more comfortable in the role mainly because this is the first straight superhero stuff I've ever done. I've really relied on Dan's input to help me see the things that I can be doing better. It's been a really nice collaboration so far...we chat from time to time and he asks my for input on things.

CA: It's good that they ask for your input sometimes.

Rick: Yeah, especially from an inker. Actually, I'm working as a finisher on the book so my input is a bit greater as far as the final product.

CA: Right. Dan must believe that collaborative minds are a good thing.

Rick: It shows that he is concerned about the quality of the product as a whole and not just how good he looks. That's a very healthy attitude to have. Dan is a smart businessman as well as a great creator. If our collaboration is tight, then the book is gonna look better and if it looks better it's gonna sell better...

CA: And then everybody wins.

Rick: Yeah, exactly, it's an everybody-win proposition and I think the unspoken bottom line for the two of us is that we both want the reader not to feel cheated. We want the reader to feel like they're getting their money's worth out of the book...

CA: Which we won't comment on that...

Rick: (Laughs).

CA: ...we know what we're talking about...

Rick: You know, that's the final proof. You've got to give the reader their money's worth especially on a title like the Justice League which has a varied...

CA: ...a menagerie of characters.

Rick: Yeah, it's a prestige book. I grew up reading the Justice League and for me to be a part of it is a big kick and what you want to do as a creator is you want to give back some of that fun that you got when you were a kid.

CA: Exactly.

Rick: You've got to respect the reader. Again, Dan and I haven't come out and said this but we both feel the same way about it.

CA: Great. Not to change the subject but when you sit down to work how do you get things started in the morning? What's your technique on going about it?

Rick: I usually sit down and jump on it cold, depending on what's in front of me that day whether it be pencilling or inking. I know a lot of guys will warm up, you know, and, uh, I probably should do that (laughs) quite frankly. I read that Gil Kane gets up and will doodle and sketch around for a few hours everyday and that's gotta be very helpful because sometimes you just can't get it cranking. Especially, if you're inking, you're very stiff in the morning and the hand isn't quite as steady as it needs to be.

CA: So you do encounter problems like that sometimes?

Rick: Oh, sure.

CA: What do you do? Step

away from it?

Rick: Yeah, or sometimes switch gears and where I may be using a brush and the hand just isn't steady or the tool just isn't working right for me or whatever, I'll shift over and start working on some backgrounds. Keep the work moving but switch gears and move back to it later.

CA: It works.

Rick: Yeah, it works. I'd probably benefit from a good warm-up in the mornings but...an old dog and new tricks, it's hard for me to change my habits.

CA: There's been various rumors buzzing about the Impact line from DC...is it going through a reworking or a cancellation?

Rick: Starting in late fall or early winter, they're going to re-establish the Impact universe. There's going to be a mini-series that will re-establish everything. Once the dust settles from that series it will be the same Impact universe but it will be different. It's going to be a lot tighter...a more cohesive line of books under the directorship of Jim Owsley. Jim will be the headman and he will have a pretty tight creative reign on the books. *(See Comic News. p.11)*

CA: Maybe that's what it needs, though.

Rick: Yeah, I think so. I've never worked with Jim but I have talked to him and I think he's what the line needs. He has definite ideas. He's a very strong editor, a very hands-on editor and I think he'll give it a direction and a cohesiveness that the books need.

CA: So, we can set the record straight, the rumors about Impact being cancelled is not the case.

Rick: No, it is a restructuring, that's the word to use.

CA: And it will come out better than ever.

Rick: I think it will be better. Yeah, I do. I don't know what form everything is going to take because I don't know if I will be a part of it but, uh...

CA: So, you're not sure if you'll be staying on the *Black Hood*?

Rick: Umm, I've been approached to stay on the *Black Hood* but right now I don't know if I'll be doing that or not. There's a couple of other projects in the works that are pretty enticing.

I'VE TOLD YOU BEFORE! THERE'S SOMETHING ABOUT HIM THAT REALLY BOTHERS ME!
BUT WE DON'T KNOW ANYTHING ABOUT HIM, SHERLOCK!
EXACTLY, WATSON!

They would start before this new Impact stuff and I know I'm going to take one of them in particular and I doubt that I would be able to stay on the *Black Hood* because I'm definitely staying on the *Justice League*. That's monthly, of course, so, uh...I don't know. Everything is kind of up in the air as far as my continuance past the initial run of *Black Hood* which will be twelve issues. The initial run will end in October and then there's the mini-series and then the new and improved *Black Hood* will start up and whether or not I'll be a part of it I don't know.

CA: We'll just have to wait and see, then.

Rick: Yes.

CA: This new mini-series from Impact, do you have any information for our readers?

Rick: All I know is they've been real sparse with their information and that's fine with me but I know it's being written by Brian Augustyn and Mark Waid, it's going to run six issues, maybe eight, I'm not sure and it's gonna kind of reset the stage.

CA: When's it beginning? Or is that tentative?

Rick: I think it's going to begin in winter, uhm, early '93 or somewhere around there.

CA: Sounds nice. So, you said you had other projects in the works?

Rick: Yes, I'm starting a project that, for me, is pretty exciting. I'm going to be inking Ty Templeton on a mini-series that DC is producing based on the animated Batman series that's debuting in the fall. I don't know if you've seen the character design on this but it's wonderful. I was just sent the style guide for the series and I've seen a one-minute promo-film that the animators put together to sell the series. It's the most exciting animated thing I've seen in a long time. It comes closest to being like the Fleischer Superman cartoons than anything you've ever seen. You sit there and watch this and if they can maintain the quality that they have in this one minute promo this series is going to be just dynamite. It's exciting stuff. It's fun stuff. It's some of the best Batman stuff I've ever seen. So, I'm going to be inking Ty on three issues of that.

CA: That sounds interesting because it seems like your style and his style will mesh really well.

Rick: Ty was one of the designers of the animated series. I haven't seen the pencils yet but from what I understand he's followed the animation designs right out the window. They're just really nailed and that's gonna be exciting and interesting to see whether or not the public will accept a more cartoony looking Batman beacuse this is not like the Filmation stuff or the Hanna-Barbera stuff. This is like the Fleischer brothers meet Ralph Bakshi. It's that kind of design.

CA: A real animated look...

Rick: A real animated look...exagerration and simplification and all that stuff that good animation has.

CA: It seems like a good change. The readers should be interested.

Rick: I think and hope the comic fans will give it a shot because it's a breath of fresh air for the character, you know? I mean the style guide and the storyboards I received look great...uh, Gotham City and the Batmobile look, uh...well, it looks lightly based on the movies but they've gone in their own direction and recreated some things and it's wonderful. It's eye-candy.

CA: When does this Batman animated series begin?

Rick: It debuts in early September and will be carried by the Fox network so that will be whatever Fox is in your area. It's contracted for 65 half-hours and they'll be running one a day for however long and if it's a success they'll do more obviously. Fortunately, when I got the promo-film I got to read the writer's bible for the series and, again, somebody is real smart (laughs) because they've really instilled the essence of the character and it's great.

CA: Sounds like a lot of fun and I'm sure everybody out there's going to be looking for it. Any other cool projects you'd like to work on?

Rick: Tons.

CA: If there were a million hours in a day, eh?

Rick: (Laughs) Yeah, I wish somebody could inject a few more hours in the day. I'd love to work on Indiana Jones. I'd love to do Doc Savage. My dream project is to do a mini-series of the Lone Ranger.

CA: Traditional high adventure stuff?

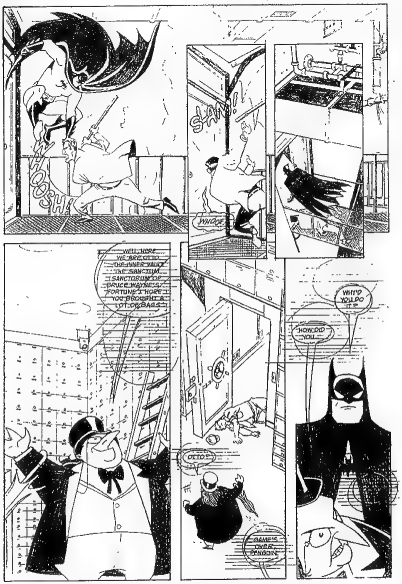
Rick: It's what I grew up with, you know? Gosh, you talk about fun stuff and again, the line starts here. I'd love to do James Bond.

CA: Sounds like Dark Horse should be giving you a call.

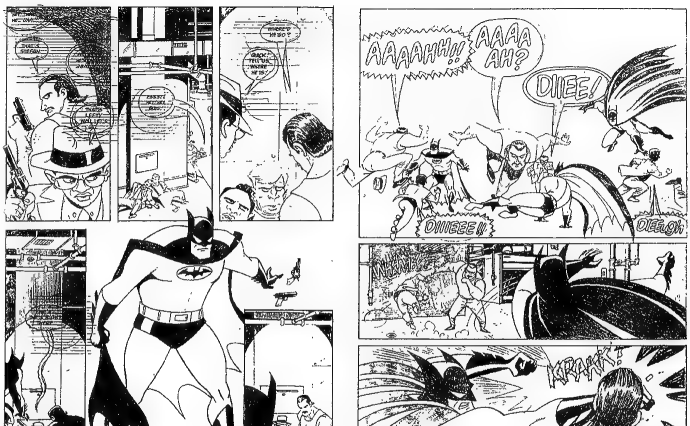
Rick: (Laughs) Stuff like that would be a lot of fun, even though I grew up on superheroes and still have a lot of affection for them I enjoy more drawing the uh, I don't want to say reality-based characters but, uh, the guys who don't wear skin-tight stuff.

CA: Reality-based is okay to say. These guys don't fly and punch holes through brick walls, so you're safe. You can say reality-based.

Rick: (Laughs) Okay. Well, I think there is more of a challenge to take on those kinds of characters that wear suits and stuff and make them just as exciting and dynamic as a superhero is. That, to me, is a real challenge and you can impose the dynamics of superhero storytelling on those characters and make them work. It's a real fine line and you can't go too far



Ty Templeton's pencils from Batman Adventures #1.



More of Templeton's pencils from Batman Adventures #1

with it or they sort of lose their own identity.

CA: You like to challenge yourself?

Rick: Yeah, I do. For instance, I'm using two very different inking styles on the books I'm working on right now. *The Black Hood* is much rougher, dealing more with shapes and textures there whereas with *Justice League* it's more of a linear. *The Black Hood* inking style wouldn't be appropriate for the *JLA* and vice-versa so the excitement of bouncing back and forth between those two styles is pretty neat.

CA: Breaks up the monotony, too.

Rick: Yeah, it really does. And, again, I'm always looking for a challenge as far as storytelling goes. The problem with doing superheroes is that you can easily fall into a "superhero shorthand". There are certain poses that work and facial grimaces that work and you can throw those in there anytime and the reader will know what you're talking about. On the other stuff, trying to inject subtlety and body language, that's a much bigger challenge and, to me, it's a lot more fun.

CA: Rick, your best work and your most disappointing work...what is it?

Rick: Oh, the first two issues of *Black Hood* turned out really good. As far as best work, I'd have to leave that up to other people because I'm not a good judge of my own stuff. I'm very, very critical of what I do and very seldom do I look at it once it's done. Because of some psychological quirk, all I see are the mistakes. If there's good stuff there it's not apparent to me.

CA: It's rare for you to come across something you like, eh?

Rick: Yeah, it's neat, though. Especially if it's something you did years back and for some reason you see it again and you're looking at it and you think, "Hey, that's not as bad as I remembered!" Little bits and pieces that you see and you say, "Well, maybe I did okay that day." But I'm really not a good judge of my own stuff at all.

CA: So, you liked those first two issues of *Black Hood*?

Rick: Yeah, those two issues came together pretty well. Then we started bouncing around because of scheduling problems.

CA: Artistic chores got changed around...

Rick: Yeah, scheduling was not good and, uh...

CA: But the storytelling was very solid. If you wanted to hook a reader what would you tell them?

Rick: If I wanted to hook a reader to the *Black Hood* I'd tell them to expect anything because we set up in the first issue that our guy can die. He can die at any time.

CA: Several of them did actually.

Rick: Yeah, you know, if your hero can die, then right off the bat there's an underlying tension that other books don't have. I mean, Superman's not gonna die. You know that. You know what the final outcome will be.

He gets in traps and what have you but in the end he's gonna defeat the villain. What's interesting is seeing how. In the *Black Hood*, you don't know what the final outcome will be. The Hood has been bouncing around from character to character for the first six issues of the book.

CA: And for years before that, it looks like...

Rick: Yeah, the Hood has been around since, uh, the time of Joan of Arc or before and it's been worn by different people. In issue twelve, which will be the big break before the mini-series, we tell the origin of the Hood. We tell where it came from and where it started.

CA: Everybody, pick up issue twelve.

Rick: It explains some stuff but it doesn't explain everything. It puts another piece of the puzzle in place but it doesn't tell you everything.

CA: After the mini-series will the *Black Hood* carry on with issue thirteen or number one?

Rick: I'm not for sure. I'm guessing from a strictly commercial standpoint that they will be renumbering, starting over with a new number one because number ones' sell. That's my guess but I don't know this to be a fact.

CA: That seems like a pretty educated guess.

Rick: I suspect that the new *Black Hood* will be out in early summer next year, probably.

CA: Hopefully, this restructuring will work for Impact. That seems like the route they were taking with this new *Crusaders*.

Rick: Yeah. I hope so, too. The cohesiveness of this new universe will help.

CA: Last question...what goes on in the life of Rick Burchett when not chained to the drawing board?

Rick: What do I like to do? I have a wife and a three-year old son and I spend a bunch of time with them. I'm a big movie buff. I love to read. I read constantly and, uh...

CA: Speaking of movies, if you get a chance, go see *Lethal Weapon 3*.

Rick: I'll work on fitting that in. I've got a play to go see tomorrow and, uh, well, having a kid at that age kind of limits your social calendar because of babysitters and things like that.

CA: Three-year olds...do you recommend them?

Rick: He's a great kid. They put a whole new outlook on life. He's a lot of fun. I became a dad kind of late in life and I didn't think I'd enjoy it as much as I have but it's the best job I've ever had.

CA: Do you work at home?

Rick: No, I have studio space in downtown St. Louis but, uh, well I do work at home, I don't know a cartoonist who doesn't. If you don't get the work done in the studio during the day you have to take it home with you. I end up working during the weekends sometimes and at night.

CA: All these projects sound great. We'll be watching you. Thanks a lot, Rick.

Rick: My pleasure.

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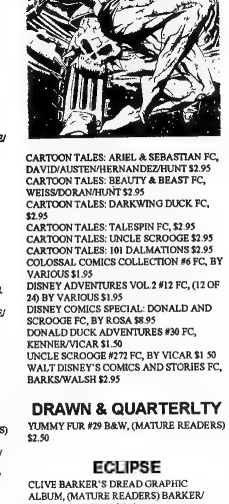

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CARTOON TALES: UNCLE SCROOGE $2.95
CARTOON TALES: 101 DALMATIONS $2.95
COLOSSAL COMICS COLLECTION #6 FC, BY VARIOUS $1.95
DISNEY ADVENTURES VOL.2 #12 FC, (12 OF 24) BY VARIOUS $1.95
DISNEY COMICS SPECIAL: DONALD AND SCROOGE FC, BY ROSA $8.95
DONALD DUCK ADVENTURES #30 FC, KENNER/VICAR $1.50
UNCLE SCROOGE #272 FC, BY VICAR $1 50
WALT DISNEY'S COMICS AND STORIES FC, BARKS/WALSH $2.95

DRAWN & QUARTERLTY

YUMMY FUR #29 B&W, (MATURE READERS) $2.50

ECLIPSE

CLIVE BARKER'S DREAD GRAPHIC ALBUM, (MATURE READERS) BARKER/BURKE/BRERETON $7.95
MIRACLEMAN #26 FC, GAIMAN/BUCKINGHAM/WINDSOR-SMITH $2.50
THE SPIDER #3 FC, (3 OF 3) TRUMAN/ALCATANA/PARSONS $4.95

ECLIPSE/FX COMICS

BLOOD IS THE HARVEST #2 B&W, McELROY/LUQUE/G.YAP $2.50
PARTS UNKNOWN #2 B&W, SMITH/GORBY/CLARK $2.50
RETALIATOR #2 B&W, JONES/SIMONTON/YAP $2.50

FANTACO

ALIEN CONTAMINATION #2 B&W, (MATURE READERS) (2 OF 2) COZZI/MURATORI $2.95
SHRIEK SPECIAL:UP-TOWN ZOMBIES B&W, (MATURE READERS) NILES/WHITING $3.50

FANTAGRAPHICS

BRUCE LEE #3 B&W, $2.50
BUTT BISCUIT #3 B&W, (MATURE READERS) $2.25
COLLIERS #2 B&W, (MATURE READERS) BY COLLIER $2.75
COMPLETELY BAD BOYS #1 B&W, (MATURE READERS) BY WILLIAMS $2.50
CUD #1 B&W, (MATURE READERS) BY LaBAN $2.25
EIGHTBALL #6 B&W, (MATURE READERS) BY CLOWES $2 50
HATE #10 B&W, (MATURE READERS) BY BAGGE $2.25
HATE #6 B&W, (MATURE READERS) BY BAGGE 2ND PRINTING $2.25 I
UNKNAFFEL: MACHINES #1 FC/B&W, (MATURE READERS) BY BODE $2.75
KID ANARCHY #3 B&W, (MATURE READERS) $2.75
LAUNDRYLAND #4 B&W, (MATURE READERS) (4 OF 4) PORGI/JEANS $2.50
NAUGHTY BITS #6 B&W, (MATURE READERS) BY GREGORY $2 25
PICTOPIA #3 FC/B&W, (MATURE READERS) BY VARIOUS $7.95
REAL STUFF #9 B&W, (MATURE READERS) FLENNIKEN/DANGLE/JOUFLAS/FRIEDRICH $2.25
TEN YEARS OF LOVE AND ROCKETS #1 B&W, (MATURE READERS) BY LaBAN $1.00
USAGI YOJIMBO #36 B&W, BY SAKAI $2.25

FANTAGRAPHICS/MONSTER

COMICS CABINET OF DR.CALIGARI #3 B&W, (3 OF 3) HOFFMAN/CARNEY $2.25
FREAKS #3 B&W, (MATURE READERS) LOPEZ/WOODRING

FELIX COMICS

CLASSIC FELIX #1 B&W, $2.25
FELIX AND FRIENDS #1 FC, ORIOLO/TARAS/CALAGUIRE/BROWN $2.25
FELIX THE MOVIE FC, ORIOLO/BROWN/VARIOUS $4.95

FELIX/GLOBAL COMICS

ADVENTURES OF THE BLUE ARROW #1 FC, $2.25
RED'S TUBE BAR COMICS B&W, $3.95

FLEETWAY

2,000A.D. #798 FC, $1 95
2,000A.D. #799 FC, $1.95
2,000A.D. #800 FC, $1.95
2,000A.D. #801 FC, $1.95

FLEETWAY/QUALITY

ARMOURED GIDEON B&W, GRAPHIC NOVEL TOMLIMSON/JACOB $7.95
CYBERCRUSH #12 FC, WAGNER/GIBSON $1.95
DARE THE IMPOSSIBLE #9 FC, LANDAU/GIBBONS/LEACH
DREDD RULES #11 FC, BY VARIOUS $2.95
JUDGE DREDD CLASSICS #70 FC, BY VARIOUS $1 95
NECROPLIS #8 FC, WAGNER/ESQUERRA $2.95
ROGUE TROOPER #8 FC, $2.95

666:MARK OF THE BEAST #6 FC, TULLY/GIBSON $1.95
TURBO JONES:PATHFINDER B&W, GRAPHIC NOVEL NICHOLAS/VANYO $9.95
2000AD SHOWCASE #5 FC, BY ROMERO $2.95

FRIENDLY/PERSONALITY

BIBLE COMICS STORY OF JESUS #2 B&W, (2 OF 3) BY HALBLEIB $2.95

CELEBRITY COMICS

BEATLES IN PICTURES #2 FC, (2 OF 2) $5.95
BEATLES IN PICTURES TRADING CARD EDITION #1 FC, $10.00
JONATHAN FRAKES UNAUTHORIZED BIOGRAPHY FC, $5.95
KISS: SATAN'S MUSIC #2 FC, (2 OF 2) $5.95
LEONARD NIMOY: UNAUTHORIZED BIOGRAPHY FC, $5.95
MARILYN VS. MADONNA TRADING CARD EDITION #1 FC, $5.95
NOLAN RYAN TRADING CARD EDITION #1 FC, $6.95

COMIC CHRONICLES

ADDAMS FAMILY EPISODE GUIDE #2 B&W, (2 OF 2) $5.95
BEAUTY & THE BEAST EPISODE #1 B&W, $5.95
COMIC CHRONICLES VOL.III: THE PUNISHER #1 B&W, $5.95
COMICS SHOWDOWN: WOLVERINE VS. LOBO #1 B&W, $5.95
GREEN HORNET EPISODE GUIDE #1 B&W, $5.95
TWILIGHT ZONE EPISODE GUIDE #2 B&W, (2 OF 4) $5.95

CUTTING EDGE

BACTERIA #2 B&W, (MATURE READERS)
MAZZITELLI/SAICHANN $2.95
EMPIRE AND THE RAGS B&W, (MATURE READERS) $5.95
GANG OF WITCHES B&W, (MATURE READERS) $5.95
HELL: PRINCESS OF DARKNESS B&W, BY HARRISON $5.95
VORTEX #2 B&W, (2 OF 3) BY HALBEIB $2.95

HUMOR COMICS

BIG BERD VS. ARNOLD SCHWARZENHEIMER #2 B&W, (2 OF 2) BY SHEFFERMAN $2.95
HORRIS THE DANCING CHIRSTMAS TREE #1 B&W, BY POST $2.95
MORIBUND HAFWITZ: KOSHER SOLDIER OF FORTUNE #1 B&W, $2.95
ROACH HUNTER #2 B&W, (2 OF 3) BY LINDO $2.95

PERSONALITY COMICS

AMERICAN HEROES: JOHN F.KENNEDY #2 B&W, $2.95
BASEBALL SLUGGERS #1-4 BOXED SET B&W, $25.00
BEST PITCHERS: DWIGHT GOODEN #2 B&W, $2.95
BEST PITCHERS: DWIGHT GOODEN LIMITED TRADING CARD EDITION #2 B&W, $5.95
KISS LIMITED TRADING CARD EDITION #1 B&W, $5.95
MUSIC COMICS ON TOUR: BEATLES B&W, $2.95
MUSIC COMICS ON TOUR:BEATLES LIMITED TRADING CARD EDITION #1 B&W, $5.95
NEW CREW: WHOOPI GOLDBERG #9 B&W, $2.95
NEW CREW: WHOOPI GOLDBERG LIMITED TRADING CARD EDITION #9 B&W, $5.95
NEW CREW UNCUT SHEET: JONATHAN FRAKES #2 $14.95
ORIGINAL CREW: GRACE LEE WHITNEY #10 B&W, $2.95
ORIGINAL CREW: GRACE LEE WHITNEY LIMITED TRADING CARD EDITION #10 B&W, $5.95
ORIGINAL CREW: LEONARD NIMOY UNCUT SHEET #2 $14.95
PERSONALITY CLASSICS: SHIRLEY TEMPLE #5 B&W, $2.95
PERSONALITY CLASSICS: SHIRLEY TEMPLE LIMITED TRADING CARD EDITION #5 B&W, $5.95
PERSONALITY PRESENTS: ELVIRA LIMITED TRADING CARD EDITION #13 B&W, $5.95
PERSONALITY PRESENTS: VANESSA WILLIAMS #14 B&W, $2.95
RADIO SUPERSTARS: HOWARD STERN #1 B&W, $2.95
ROLLING STONES #3 B&W, (3 OF 3) $2.95
ROLLING STONES LIMITED TRADING CARD EDITION #3 B&W, (3 OF 3) $5.95
SLAM DUNK KINGS: MICHAEL JORDON LIMITED TRADING CARD EDITION #1 B&W, $5.95
SLAM DUNK KINGS #1-4 BOXED SET B&W, $25.00
SPORTS CLASSICS: TY COBB #3 B&W, $2.95
SPORTS CLASSICS: TY COBB LIMITED TRADING CARD EDITION #3 B&W, $5.95
SPORTS PERSONALITIES: LARRY BIRD #10 B&W, $2.95
SPORTS PERSONALITIES: LARRY BIRD LIMITED TRADING CARD EDITION B&W, $5.95

POLITICAL COMICS

X-PRESIDENTS #2 B&W, $2.95

REAL LIFE COMICS

FIREFIGHTERS #2 B&W, $2.95 VETS #3 B&W, $2.95
SPOOF COMICS OX-COW OF WAR #1 B&W, $2.95
SOUL TREK #2 B&W, $2.95
SPOOF COMICS: WOLVERBROAD #3 B&W, $2.95

TRIVIA COMICS

COMIC TRIVIA: SUPERHERO TRIVIA #1 B&W, (1 OF 3) $2.95
ROCK TRIVIA: BEATLES TRIVIA #2 B&W, (2 OF 2) $2.95
SCI-FI TRIVIA: SCI-FI TRIVIA ON TV B&W, (2 OF 2) $2.95
SPORTS TRIVIA: BASEBALL TRIVIA #2 B&W, (2 OF 2) $2.95

GAY COMICS

GAY COMICS #16 B&W, (MATURE READERS) $2.95

GLADSTONE/DISNEY

CARL BARKS LIBRARY OF WALT DISNEY'S COMICS AND STORIES IN COLOR #8 FC, BY BARKS $8.95

HARVEY COMICS

CASPER #11 FC, $1.25
RICHIE RICH #10 FC, $1.25
RICHIE RICH MONEY WORLD DIGEST #5 FC, $1.75

HERO GRAPHICS

COMPLETE MARKSMAN SET B&W, $12.50
ETERNITY SMITH COLLECTION B&W, $17.95
FLARE #8 B&W, MALLONEE/VOGEL/BENDER/PROST (MORRIGAN WARS CHAPTER 3) $3.50
FLARE ADVENTURES/CHAMPIONS CLASSICS #4 B&W, MALLONEE/BARRAS/BEACHUM/MARRINAN $3.50
LADY ARCANE #2 B&W, (2 OF 5) MALLONEE/STOWERS/STORMON/MARRINAN $3.50
LEAGUE OF CHAMPIONS B&W, MALLONEE/VOGEL/SIMSON/PEREZ/PROPST/BURLES/STORMON (MORRIGAN WARS CONTINUES) $3.50

IANUS PUBLICATIONS

CYBERSUIT ARKADYNE #6 B&W, (6 OF 6)
ELDRED/JARRARD $2.50

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DARK SHADOWS #3 FC, (MATURE READERS) CAMPITI/ROCKWELL/ SMITH $3.50
FORBIDDEN PLANET #4 FC, CAMPITI/GROSS $2.50
INTERVIEW WITH THE VAMPIRE #6 FC, (MATURE READERS) WOOD/MOELLER $2.50
THE LIGHT FANTASTIC #4 FC, (MATURE READERS) ROCKWELL/ROSS $2.50
LOST IN SPACE #11 FC, COLLINS/DULKIEWICZ $2.50
LOST IN SPACE LIMITED EDITION #2 FC, BRODERICK/THOMPSON $2.50
MASQUES #2 FC, (MATURE READERS) BY VARIOUS $4.95
ON A PALE HORSE #3 FC, (MATURE READERS) LIGHT/GORBY/BALLAED $4.95
QUANTUM LEAP #1 (2ND PRINTING) FC, INGERSOL/DAVIS/ROCKWELL $2.50
QUANTUM LEAP #9 FC, MAGELS/PRICE/BRODERICK,JR $2.50
QUEEN OF THE DAMNED #3 FC, (MATURE READERS) WOOD/CARIELLO $2.50

JM COMICS

SOUTHERN BLOOD #1 B&W, BY MURPHY $2.50
SOUTHERN BLOOD #2 B&W, BY MURPHY $2.50

JOHN BROWN

ELECTRIC SOUP #15 FC/B&W, $3.95

JZINK COMICS

ROCKMEEZE #1 FC, BY VARIOUS $2.50

KARDIA COMICS

BORDERLINE #2 B&W, SPURLOCK/LUDENA $2.25
ICARUS #2 B&W, YELOVICH/McHALEY $2.25

KITCHEN SINK PRESS

GRATEFUL DEAD COMIX #6 FC, HUNTER/TRUMAN/WALLER/WORLEY/VINCENT $4.95
INVISIBLE PEOPLE: THE POWER #2 B&W, BY EISNER $2.95

LEADBELLY INTERPLANTARY

LIZARDS OF THE TEXAS PLAINS #5 B&W, SUMMA/BOYD $2.50

LEGACY COMICS

HUNANTS #3 B&W, WHITE/POE $2.45

MALIBU COMICS ADVENTURE COMICS

DRACULA: THE SUICIDE CLUB #1 B&W, (1 OF 4) JONES/ROSS $2.50
HOLIDAY FOR SCREAMS B&W, PRICE/CAMP $4.95
RUST #4 FC, MILLER/HESTER/PARKS $2.95

AIRCEL COMICS

SCIMIDAR BOOK VI: SLASHDANCE #1 B&W, (MATURE READERS) JONES/GOUPIL $2.95
SCIMIDAR BOOK VI: SLASHDANCE #1 LIMITED EDITION b7W, (MATURE READERS) JONES/GOUPIL $4.95
SHE-DEVILS ON WHEELS #3 B&W, (MATURE READERS) MANN/ABBOTT $2.95

ETERNITY COMICS

CAPTAIN HARLOCK: FALL OF THE EMPIRE #2 B&W, (MATURE READERS) (2 OF 4) GIBSON/ELDRED $2.50
NINJA HIGH SCHOOL IN COLOR #3 FC, (3 OF 5) BY DUNN $1.95
ROBOTECH: INVID WAR #4 B&W, SPANGLER/ELDRED $2.50
ROBOTECH II: THE SENTINELS: BOOK II #15 B&W, MASON/ULM/WALTRIP $2.50

IMAGE COMICS

BRIGADE #4 FC, (2 OF 4) LIEFELD/KANALZ/MYCHAELS/SCOTT $1.95
CYBERFORCE #1 FC, M.SILVESTRI/E.SILVESTRI $1.95
SAVAGE DRAGON #3 FC, (3 OF 3) BY LARSEN $1.95
SHADOWHAWK #1 FC, (1 OF 4) BY VALENTINO $1.95
SPAWN #4 FC, BY McFARLANE $1.95
WILDC.A.T.S.: COVERT ACTION TEAMS #2 FC,(2 OF 3) LEE/CHOI/LEE/WILLIAMS JIM LEE'S NEWEST HEROES ARE HIS BEST HEROES. CHECK IT OUT! $1.95
YOUNGBLOOD #0 FC, LIEFELD/KANALZ $1.95
EXTREME: ART OF ROB LIEFELD FC, BY LIEFELD $4.95

MALIBU COMICS

PROTECTERS #1 FC, (1 OF 6) JONES/DERENICK/DEODATO $2.50
PROTECTERS NEWSSTAND EDITION #1 FC, (1 OF 6) JONES/DERENICK/DEODATO SAME COMIC JUST NO POSTER IN THIS ONE. $1.95
TARZAN: LOVES,LIES AND THE LOST CITY #1 FC, (1 OF 3) SIMONSON/WAGNER/KURE/SNEJBJERG/KRISTIANSEN $3.95

MARVEL COMICS

INFINITY WARS COMICS MORE CROSS OVERS THIS MONTH AS WARLOCK AND BOYS TRY TO TAKE THE MAGUS DOWN, SO STAY TUNED FOLKS.
DEAHLOK #16 FC, McDUFFIE/COWAN/MANLEY $1.75
DR.STRANGE #46 FC, THOMAS/ISHERWOOD $1.75
FANTASTIC FOUR #369 FC, DeFALCO/RYAN/BULANADI $1.25
GUARDIANS OF THE GALAXY #29 VALENTINO/TRIMPE/MONTANO $1.25
INFINITY WARS #5 FC, (5 OF 6) STARLIN/LIM/STARLIN $2.50
MOON KNIGHT #43 FC, KAVANAGH/KWAPISZ/PALMER $1.75
QUASER #39 FC, GRUENWALD/LIGHTLE/CANDELARIO $1.25
SILVER SABLE #5 FC, WRIGHT/BUTLER/SANDERS $1.25
WARLOCK AND THE INFINITY WATCH #9 FC, STARLIN/MEDINA/ALMOND $1.75
WONDER MAN #14 FC, JONES/JOHNSON/PANOSIAN $1.25
ALPHA FLIGHT #113 FC, SVEN LARSEN/CRAIG BRASFIELD $1.75
AMAZING SPIDER-MAN #367 FC, MICHELINIE/BAGLEY/EMBERLIN $1.25
AVENGERS #354 FC, KAMINSKI/WYMAN/PALMER $1.25
AVENGERS #355 FC, KAMINSKI/WYMAN/PALMER $1.25
AVENGER WEST COAST #87 FC, THOMAS/ROSS/DZON $1.25
BARBIE #22 FC, BY TRUSIANI $1 25
BARBIE #22 FC, BY SLATE $1.25
BILL & TEDS EXCELLENT COMIC BOOK #11 FC, DORKIN/SEVERIN $1.25
CABLE #1 FC,(1 OF 2) NICIEZA/ROMITA JR.
MARVEL'S MUTANT BAD BOY'S SEAMY PAST COMES TO LIGHT. $2.50
CAGE #7 FC, McLAURIN/TURNER/IVY $1.25
CAPTAIN AMERICA #408 FC, GRUENWALD/LEVINS/BULANADI $1.25
CAPTAIN PLANET #12 FC, (12 OF 12) BY VARIOUS $1.25
CONAN #261 FC, THOMAS/CRUZ $1.25
CONAN SAGA #67 B&W, THOMAS/BUSCEMA/CHAN $2.25
DAREDEVIL #309 FC, CHICHESTER/McDANIEL/LaROSA $1.25
DARKHAWK #20 FC FINGEROTH/MANLEY $1.25
DARKHOLD #1 FC, COOPER/CASE/
McKENNA THE BOOK OF SINS HAS BEEN OPENED. GOD HELP THE REDEEMERS AND EVERY ONE ELSE. $2.75
DIGITEK #2 FC, (2 OF 4) TOMLINSON/LANNING/POWER $1.95
EXCALIBUR #55 FC, DAVIS/FARMER $1.75
FISH POLICE #1 FC, BY MONCUSE $1.25
GHOST RIDER #30 FC, MACKIE/A.KUBERT/J.KUBERT $1.75
GHOST RIDER/BLAZE: SPIRITS OF VENGENCE #3 FC, MACKIE/A.KUBERT/WARNER $1.75
G.I.JOE #129 FC, HAMA/WILDMAN/DOWNS $1.25
HELL'S ANGEL #4 FC, JA YE/SENIOR $1.75
INCREDIBLE HULK #398 FC, DAVID/KEOWN/FARMER $1.25
IRON MAN #10 FC, KAMINSKI/HOPGOOD/WIACEK $1.25
JAMES BOND JR. #10 FC, ABNETT/CAPALDI/GEORGIOU $1.25
KID N PLAY #9 FC, COYE/FRAZIER/BOYD $1.25
MARVEL AGE #117 FC, BY VARIOUS $1.00
MARVEL COMICS #112 FC, BY VARIOUS $1.50
MARVEL COMICS #113 FC, BY VARIOUS $1.50
MARVEL SUPER-HEROES #11 FC, BY VARIOUS $2.50
MARVEL TALES #266 FC, DeFALCO/FRENZ/BREEDING $1.25
MOON KNIGHT SPECIAL FC, MOENCH/A.NICHOLS $2.50
MORBIUS #2 FC, KAMINSKI/WAGNER/WITHERBY $1.75
MOTORMOUTH #5 FC, MARKS/FRANK/SMITH $1.75
THE NAM #73 FC, LOMAX/VANSANT/HARRIS/PALMIOTTI $1.75
NAMOR #31 FC, BYRNE/JAE LEE/ALBRECHT $1.25
NEW WARRIORS #28 FC, NICIEZA/ROBERTSON/MAHLSTEDT $1.25
NIGHT THRASHER #1 FC (1 OF 4) NICIEZA/HOOVER $2.00
NOMAD #6 FC, NICIEZA/OLLIFFE/MCKENNA/HAWBAKER/McKENNA $1.75
ORIGINAL GHOST RIDER #4 FC, FRIEDRICH/PLOOG/MOONEY $1.75
PENDRAGON II #4 FC, TOMLINSON/ABNETT/GASCOINE/BUTLLA $1.75
PUNISHER #71 FC, ABNETT/LANNING/BRAITHWAITE/WILLIAMSON $1.25
PUNISHER ARMORY #4 FC, BY BROWN $2.00
PUNISHER/CAPTAIN AMERICA: BLOOD AND GLORY #1 FC, (1 OF 3) CHICHESTER/CLARK/JANSON THE LONG AWAITED TEAM UP OF MARVEL'S BIGGEST SUPERSTARS IS HERE. CAP AND THE PUNISHER TAKE ON A FOREIGN DICTATOR ON TWO SEPARATE FRONTS. $5.95
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PUNISHER WAR ZONE #8 FC, DIXON/ROMITA JR./JANSON $1.75
SAVAGE SWORD OF CONAN #202 B&W, THOMAS/BUSCEMA/CHAN $2.25
SHE-HULK #44 FC, BY BYRNE $1.75
SHIELD #40 FC,BROWN/SHARP $1.75
SILVER SURFER #73 FC, MARZ/LIM/

HUR

CHRISTOPHER $1.25
SLEEPWALKER #17 FC, BUDIANSKY/BLEVINS $1.25
SPECTACULAR SPIDER-MAN #193 FC, DeMATTEIS/S.BUSCEMA $1.25
SPIDER-MAN #27 FC, MacGREGOR/ROGERS/WILLIAMS $1.75
SPIDER-MAN: SOUL OF THE HUNTER FC, DeMATTEIS/ZECK/McLEOD KRAVEN'S HAUNTING SPIDER-MAN IN THE SEQUEL TO FEARFUL SYMMETRY: KRAVEN'S LAST HUNT. $5.95
TEENAGE MUTANT NINJA TURTLES 3-D SUMMER SPECTACULAR FC, BY VARIOUS $2.50
TERROR,INC #4 FC, CHICHESTER/ZAFFINO $1.75
TOXIC CRUSADERS #6 FC, FURMAN/FRAZIER/SEVERIN $1.25
THOR #452 FC, DeFALCO/FRENZ/MILGROM $1.25
UNCANNY X-MEN #293 FC, LOBDELL/RANEY $1.25
WARHEADS #5 FC, VINCE/JENNETT $1.75
WARLOCK #6 FC, (5 OF 6) STARLIN/RUBINSTEIN $2.50
WEB OF SPIDER-MAN #93 FC, MACKIE/SAVIUK $1.25
WHAT IF? #42 FC, GALLAGHER/WEST $1.25
WHAT THE?! #22 FC, BY VARIOUS $1.25
WOLVERINE #62 FC, BY HAMA/? $1.75
WOL'VERINE. EVILUTION FC, NOCENTI/TEXEIRA $5.95
WORLD CHAMPIONSHIP WRESTLING #7 FC, LACKEY/WILSON/HUDSON $1.25
X-FACTOR #83 FC, DAVID/? MARVEL'S BEST MUTANT TILE JUST KEEPS GETTING BETTER,UNDER PETER DAVID'S SKILLFUL HAND $1.25
X-FORCE #15 FC, NICIEZA/CAPULLO $1.25
X-MEN #13 FC, NICIEZA/THIBERT $1.25
X-MEN CLASSICS #76 FC, CLAREMONT/SMITH/WACEK $1.25

EPIC COMICS

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BLOODLINES: A TALE FROM THE HEART OF AFRICA FC, GOFF/NIEVES/HAYDEN $5.95
GROO THE WANDERER #94 FC, ARAGONES/EVANIER $2.25
HELLRAISER #16 FC, (MATURE READERS) BY VARIOUS $4.95
HELLRAISER III: HELL ON EARTH FC, (MATURE READERS) ATKINS/KIM $4 95
HELLRAISER III HELL ON EARTH FC, (MATURE READERS) ATKINS/KIM $2 95
MEMORIES FC, BY OTOMO $2.50
METROPOL A.D. #1 FC, (MATURE READERS) (1 OF 3) BY McKEEVER $3.50
NIGHTBREED #20 FC, (MATURE READERS) WRIGHT/HARRIS/NELSON $2.50
ONYX OVERLORD #1 FC, (1 OF 4) MOEBIUS/ R.J M. LOFFICIER/BINGHAM $2.75
WILLIAM SHATNER'S TEKWORLD #2 FC, GOULART/SULLIVAN $2.25

MARTYR PRESS

BLUE ICE #2 B&W, (2 OF 6) CUPEE/NORRIS $2.50
CARMIDEON #3 B&W,(2 OF 3) (MATURE READERS) BISSETTE/BURKE $2.50
MARTYR PRESS MONTHLY #1 B&W, (MATURE READERS) BY VARIOUS $2.95

MILLENNIUM COMICS

DOC SAVAGE: THE DEVIL'S THOUGHTS #3 FC, (MATURE READERS) (3 OF 3) STILES/MOORE/STANAGE $2.50 N
OSFERATU: PLAGUE OF TERROR #2 FC,(MATURE READERS) (2 OF 4) ELLIS/MARIMON/PACE/LEWIS $2.50
NOSFERATU: PLAGUE OF TERROR #3 FC, (MATURE READERS) (3 OF 4) $2.50

MILLER PUBLISHING

DELTA-WAVE #1 B&W, HOPEN/VAL $2.50
SCORPIA #1 B&W, BY MARTIN $2 50
TRIAL RUN #9 B&W, BY VARIOUS $2.50

MIRAGE

SPACE USAGI #3 B&W, BY SAKAI $2.00
TEENAGE MUTANT NINJA TURTLES #50 B&W, EASTMAN/LAIRD IT'S THE TURTLES 50TH ISSUE AND MIRAGE IS PLANNING BIG CHANGES FOR THE SHELL BACKED HEROES! $2.00
TEENAGE MUTANT NINJA TURTLES DELUXE BOOK ONE SOFTCOVER, EASTMAN/LAIRD $5.95

MU PRESS

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MULEHIDE GRAPHICS

I, LUSIPHUR #5 B&W, (MATURE READERS) $2.50

NEW ENGLAND COMICS

BATTRON #1 B&W, BY VANZANT $2.75
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BLUE LINE PRESENTS

HOW TO...

By Joe Martin

Pencils And Storytelling

Pencilling. It's what we all dream of doing. This is the guy who gets all the claim to fame. This is the guy who gets all the hubbub. But, there's so many good pencilers out there, how can any one aspiring graphite-wielding warrior make it anymore? It's tough, and that's an understatement. Comics are an industry, a cold, money-making business.

Many of you may still be disillusioned by what was just said. "Hey, comics are s'posed ta' be fun, aren't they?" Well, yeah, of course, but I'm talking about behind the scenes. If you want to pencil comics, you've got to be good. You've got to understand layout, design, pacing, foreshadowing, and every other aspect to telling a good story. Then, you've got to be knowledgeable of shading, foreshortening, expression (both facial and body), and your figures have to be dynamic, powerful and interesting. It sounds like a lot. It is.

What does it take? More words than I've got room for in this column, and a great degree of practice. The key to practicing your art is study. Study, study, study. Study your favorite artists. Figure out why you like his work so much. Try to understand why and how he does what he does. If it helps, trace. Learn the figure. Know how and why it bends and moves the way it does. Learn what stances and movements work. Look at muscle and swimsuit magazines. Check out books at the library (Jack Hamm and George Bridgman). Study folds in clothing, architecture, animals, and technical devices (cars, computers, clocks...). Draw these things as much as you can, which is at least to the point where you feel like you're going to get sick and retch all over your sketchbook.

The biggest thing that the publishers like to see is if you can draw well and if you can tell a story. Tom DeFalco wrote to me once and told me, *"...remember, comics is a visual medium. Whether you can draw well or not, you have nothing if the reader can't understand your story..."*. In the last issue of Comics Arena, I depicted a page I was working on for *Sky Comics Presents #2* and showed you how I went from concept to thumbnails to a rough sketch

"...I went from concept to thumbnails to a rough sketch of the page."

"...a perspective that will show the whole of the action and have a dynamic impact. By raising the reader's eye above the scene, I've accomplished both."

(pictured above) of the page.

Okay, the first panel pretty much sets the tone for the action. We've got an unconscious female and a guy with a flaming sword, whose entire body happens to be smoking somewhat, standing over her ready to deal payment for whatever reason. I wanted to begin the page with a perspective that will show the whole of the action and have a dynamic impact. By raising the reader's eye above the scene, I've accomplished both (and I've satisfied several editors who are sticklers on mixing up your panel perspectives). With this in mind, I proceed to rather tight pencils. How tight one pencils is up to the individual artist. I prefer tight pencils so that the inker doesn't take too many liberties and the page ends up looking nothing like what I sent in.

The second and third panels are for pacing effect. I wanted to slow the action down because our male character is supposed to be having a difficult time deciding whether or not he should do this. He's actually mentally brawling with an unseen power. I focused on important parts of the character's body, showing that they are very tensed and rigid. The hands are gripping this fellow's instrument of doom in panel two and his face shows the difficulty of his struggle in panel three. And, by extending these simple actions into two panels, I have placed a desperate imperativeness on the conflict within since the female's life hangs in the balance.

Overcoming whatever fray that is within his mind in the fourth panel, the male rejects his weapon by flinging it away and uttering a terse expression. This could have been shown in a number of ways. I chose to accentuate a quick and powerful movement since this page is devoid of any other truly forceful activities.

On the last panel, all characters in the general area suddenly have their attention taken away from the immediate scene at hand by another action yet to be revealed. I wanted to show a bit of depth in this panel because that is another element that this page lacks except for the first panel. I brought the "star" of our page up close and personal. It's a nice visual element as the page's only close-up of a figure, and by placing the remaining characters (which were not previously shown on this page becuse of the focus of action) in the mid and background, I've established depth.

So, study your favorite artists and check out books at the library. The main way I learned to draw figures was by studying and tracing muscle and swimsuit magazines as a kid. I suggest it. It does help. I hope this has also helped give you more awareness on telling your story visually. The main thing is to think and understand. Place yourself in the reader's shoes and ask yourself, "Does this work? Am I getting my point across?". Study and practice, think and understand. Key elements to breaking into the comic industry.

Get to work!

Next Issue: How To...

Inks!

"...by extending these simple actions into two panels, I have placed a desperate imperativeness on the conflict within..."

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Burton Named As Flintstones Director

by Jerry Smith

Universal Pictures recently named *Batman* and *Batman Returns* director Tim Burton as director of the company's long awaited live-action *Flintstones* film. A company spokesman said, "We had all of the good directors in Hollywood involved with the project, and it just never worked out. So, we hired Tim."

The Flintstones has been in development since Universal purchased the rights from Hanna/Barbera in 1989. A host of actors and directors has been targeted for the project since its inception, including as director: Ridley Scott, James Cameron, and most recently, Steven Spielberg. As for actors to play the modern stone-age family, the latest cast included John Goodman as Fred, Danny Divito as Barney, and Tracy Ullman as Wilma.

Burton, at a recent press conference celebrating the release of *Batman Returns*, discussed some of his plans for the prehistoric picture.

"I'm throwing out everything you know about Fred and Wilma Flintstone," stated Burton. Burton continued, stating his distaste for any actor who physically resembled the character. "I talked to a lot of overweight, comic actors, and somehow, I couldn't imagine any of them putting on an orange fur with a blue tie."

Burton went on to point out the role of Fred would be played by Michael J. Fox. "I know he's not what people expect, but give Michael a chance," Burton said. "His 'Yabba-Dabba-Doo' will make you forget all about a decent, funny actor playing Fred."

Outlining the rest of the cast, Burton confirmed that Wilma Flintstone will be played by Oprah Winfrey, Michael Keaton will be Barney Rubble, and in her Tim Burton film debut, Sean Young will be Betty Rubble. In an interesting bit of off-beat casting, Jack Palance has been chosen to portray Bam-Bam and Sean Young will play a double role as Pebbles. "Or Debbie Gibson will play her," says Burton, "I really haven't decided yet. As everyone knows, I tend to make casting decisions by throwing a group of names in the air and whoever comes down plays the character I'm thinking of at the time. How else would you explain the Batman casts?"

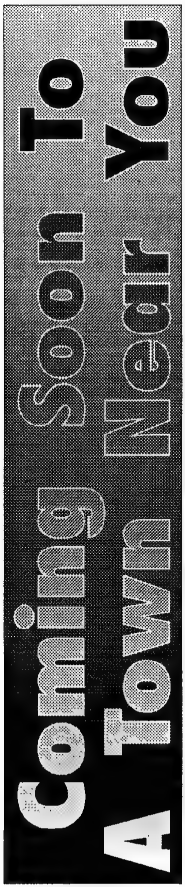
Explaining the sets of the film, Burton wants his interpretation of Bedrock to outdo everything he has done in the past. "I want it to look like Dante's Inferno erupted out of the ground and just kept on going. Molten lava forming rock and land is what the Flintstones is all about, not some silly Honeymooners ripoff. My Flintstones is going to be four people against the elements of a prehistoric world." In Burton's film, Fred is a dinosaur fighter, disturbed about his role as a husband, father, and role model for Pebbles. Should he fight to protect his world, or should he stay home and raise his daughter while Wilma works? Wilma, far from the dutiful housewife in the 60's cartoon, will be a strong, independent feminist. Barney is an alcoholic who just won't accept responsibility for the family fate has literally left on his doorstep. "I didn't care for the original show's origin of Barney as Fred's best friend and bowling partner, it just didn't make sense," explains Burton. "So I made up my own story of Barney's life. It makes perfect sense now."

Hinting at cameo roles in the film by some of Hollywood's biggest superstars, Burton stated, "I'll just say this: Jack Nicholson will be appearing as a certain Flintstone pet, and will have to be put to sleep like the mad dino--um, pet he is." Johnny Depp and Pee-Wee Herman will also have cameos. Doing the music once again will be Danny Elfman. "I believe in bringing the same exact crew with me from movie to movie, it stifles creativity and puts me more in control," said Burton. Adam West will not have a role in the film.

"Sure, the Flintstones purists won't like the movie, but I've never really cared about the fact that I'm ruining the childhood heroes of a bunch of get-a-lifes. So why should I worry now?" asks Burton. "Besides, as long as it makes a jillion dollars, who cares?"

THIS JUST IN: At press time, it was learned that Sean Young will be unable to appear in *The Flintstones*. She apparently broke every major bone in her body rehearsing a scene that called for her to ride atop Jack Nicolson in his Dino costume. She slipped off Nicholson and hit the pavement without an air bag. Replacing Ms. Young will be Debbie Gibson.

NOTE: The above article exists as truth only in my own fevered imagination. Or does it?



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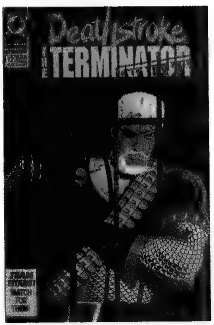
COMICS NOW

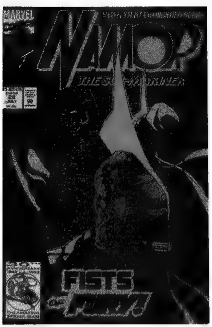
by Jerry Smith



This month's outstanding book has to be *Deathstroke*, the Terminator, written by Marv Wolfman and drawn mostly by Steve Erwin. Every now and then we can expect beautiful inking job by the master himself, George Perez. Marv Wolfman's writing is always enjoyable, but his finesse has been fading on the Titan's books over the last few years. On *Deathstroke*, Wolfman's powers are back in spades. This is the absolute best action/adventure book on the market, with terse dialogue, exciting plots, great art, and nonstop action. Deathstroke is Slade Wilson, a mercenary who accepts the dirtiest jobs and always completes them. He is one of comics' few amoral characters--he has a code of honor that he doesn't break, but it doesn't necessarily parallel the laws of society. Introduced in the early 1980's Teen Titans by Marv Wolfman, Slade was genetically enhanced by a government testing program that allowed his brain to operate at 90% capacity, unlike the 10% the rest of us are stuck with. The experiment gave Wilson superior strength, lightning-quick reflexes, he can recover from wounds quickly, and he can light one of those little lighters on the first try (that's funny, I always thought increasing your brain power would just make you really, really smart. Shows how much I know). Since Deathstroke is a relatively new book, a recent storyline included the obligatory team-up with the Batman. Unlike most sales- gimmick Batman crossovers, this one was well written and exciting. It included one of the only scenes in comics history where Batman has been soundly and definitively trashed in a fight. True, Bats was a bit out of it at the time, and he did extract vengence in the next issue, but, in a very realistic and bloody battle scene, Slade made mince-meat out of the Dark Knight. The hook that makes this book heaps better than most action/ adventure comics is the strength of Wolfman's characterization. Slade is a three-dimensional person, who feels all the emotions we do. He was forced to kill his son Joe (Jericho of the Titans) in a recent Titans storyline, and has been dealing with the sadness and guilt in recent Deathstroke storylines. For example, after years of companionship from his friend and partner Wintergreen, Slade, afraid for Wintergreen's life, ended their relationship. While on a job in Gotham city, Slade met, trained, and ultimately became romantically involved with the new Vigilante, an ex-cop named Pat. At the end of the tale, Pat wants to continue their relationship, but Slade flatly tells her no, he works alone now. It will be interesting to see how many associates he pushes away before Wolfman will let Slade Wilson find some semblance of happiness.

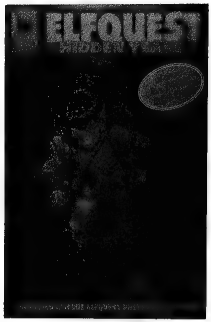
Does anyone know what the heck Green Lantern: Mosaic is about? After two issues, I don't think even writer Gerard Jones is sure. Except for his first few appearances, I've always found GL John Stewart to be a boring, badly-written, whiny bumpkin. Therefore, I suppose I was already predispositioned to dislike an unlimited series devoted to him. I wasn't disappointed. Mosaic is just that, a disjointed mish-mash of storylines that make no sense whatsoever. Stewart wanders around the book, soliloquizing about whatever is on his mind at the time. The first issue lost me with the huge cloud image of Elvis on the toilet(!). No, I'm not kidding. The second issue was a little better, since it featured the death of one of Steve Englehart's worst creations, Ch'p the Green Lantern/Wonder Squirrel. It's obvious Ch'p was just brought in to

die, and to give Stewart more reason to act goofy. At the end of the book, (apparently tired of talking to himself) Stewart breaks the third wall and personally addresses the reader. Wondering what Ch'p saw before he died, he asks,"Did you see it? Tell me! Tell me! Tell me what you know!" I know too many trees were wasted to print this book. Gerard Jones should find a focus on Mosaic and persue it. It's too much a mosaic. This book is John Broome on LSD. It would make more sense to continue John Stewart's adventures sporadically in the regular GL title, and give a series to a more interesting character. Like G'Nort.



I'm enjoying a few more Marvel titles than I have for the last five or six years. A case in point is John Byrne's Namor. By the way, here's a little comic book trivia: Any guesses how Namor got his name? Namor creator Bill Everett was toying with character names by taking noble sounding names and spelling them backwards. When he got to "Roman", he knew he had a winner. The rest is history. And you thought this column was totally useless. Anyway, as John Byrne is prone to do, he obviously sat down and thought through the concept and ideas behind Prince Namor of Atlantis, then subtly started the character over from scratch. Although he has distanced himself from Namor the entrepreneur, Byrne still manages to capture the essence of the Sub-Mariner: the haughty, noble arrogance of one born to high station. The most recent storyline finds Namor without his memory in a midwestern logging town. Befriended by the local sheriff's daughter, he helps her fight off unfriendly land developers, only to find out she is in league with them. A fun sub-plot is the search for Namor, conducted mostly by Namorita, Namor's faithful cousin and New Warrior. Aren't those wings on her ankles the cutest things? Even without his memory, Byrne writes Namor as the same stuffed-shirt he's always been. It's nice to know some things never change. Byrne stopped handling the art chores on Namor a few issues back, but, for a change, Marvel has found a worthy replacement. Jae Lee is one of the best artists to hit the Marvel stable since Jim Lee. His art has just the right mix of moody shadows, muscular heroes and beautiful women. His earlier stories in Marvel Comics Presents were no indication of the talent this newcomer has. Jae's highly stylistic art has earned him my vote for best new talent of 1992.

If you hate fantasy novels and comics, if you've never played a role-playing game in your life, and you hate Elf stories, then Elfquest is the book to change your mind. Especially Elfquest: Hidden Years, the new color Elfquest book from Warp Graphics, Wendy and Richard Pini. This beautifully written, drawn and colored (!) book is a true treasure. This book and Elfquest in general is about so much more than a tribe of Elves living and loving in their holt. It's about



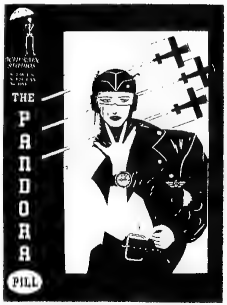
relationships, love, and the outrageous joy of just being alive. You can see the lust for life permeating Wendy Pini's art, and the rich color in E:HY is an all too rare bonus. It's easy to imagine these small, pointed-eared creatures running across the fields with their wolf companions, or howling at the moon with crazed delight on a clear summer night. All this is true no matter where you join the Elfquest saga, but if you've never read an issue of any of the many story arcs, Hidden Years is a great place to start. The book starts out with "Wolfwood", a story about the Elf Strongbow and his wolf-friend, Lashpaw. Lashpaw is challenged by another wolf for a leadership position of the wolfpack. He loses, and is banished, wounded, from the pack. Strongbow is crushed by his friend's loss, and persues him across the mountains, only to be attacked by Lashpaw, now rabid from an attack by a wild dog. The outcome is poignant and touching. Why don't all comics evoke emotions this strong from their readers? After seeing Wendy's draftsmanship and use of expressions and emotions, it's hard to read superhero comics with the same attitude.

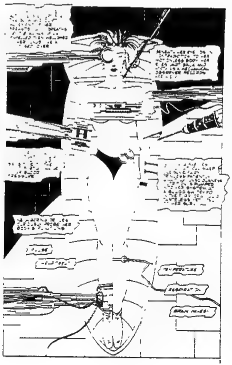
Try it yourself and see.

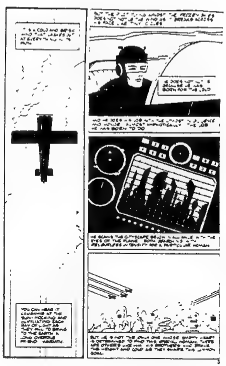
PREVIEW

THE PANDORA PILL

By Mark Paniccia







The Pandora Pill

by Mark Paniccia

It's 1999 and Special Agent Christine Kirk has been selected for a bizarre experiment. The government has developed a doorway into the future. Her mission: to spy on the year 2099 - but when she gets there, things are not what the government briefing prepared her for. Follow Agent Kirk through her surrealistic journey into this strange world. Shipping in August from Acid Rain Studios. Signed and numbered copies are also available!

AUGUST IS IMAGE COMICS MONTH!

Yowza! Seven full color titles are going to be released in August as part of Image Comics month as declared by Publisher Dave Olbrich! "Now that the Image Universe is taking shape, we wanted to offer a special promotion to all of the fans who have helped make it possible," he was heard to say. Thus, every title from Image that was solicited for the month of August will contain a specific coupon unique to that title only. There will be seven different coupons in all. The following Image Comics will be included in this promotion: *CyberForce #1* (by Marc Silvestri), *Shadowhawk #1* (by Jim Valentino), *Brigade #2* (by Rob Liefeld, Hank Kanalz and Marat Mychaels), *WILDC.A.T.S: Covert Action Team #2* (by Jim Lee, Brandon Choi and Scott Williams), *Savage Dragon #3* (by Erik Larsen), *Spawn #4* (by Todd McFarlane) and *Youngblood #0* (by Rob Liefeld).

Okay, so what the heck are these coupons for, you ask. Well, customers (that's you guys) who mail back all seven coupons (one of each - coupons only: photocopies or other reproductions of coupons will not be accepted. Hey, how else will they get you to buy more than one of each title? Like you weren't going to anyway) will receive a copy of *Image Comics #0.*

Image Comics #0? This anthology issue features original short stories by Rob Liefeld, Todd McFarlane, Jim Lee, Erik Larsen, Marc Silvestri and Jim Valentino. These will be new stories and art that have not been printed before and will never be reprinted in the format of *Image Comics #0.*

According to Olbrich, "Returning the coupons will be the only way fans can get copies of *Image Comics #0.* Copies will not be solicited through the direct market and will not be sold through mail order." Further details of the plan - where and how to redeem the coupons - will be in each August Image title. *Image Comics #0* will not be available until after the last solicited title for the month has shipped. However, retailers who order all 7 August titles will receive two complimentary cop-

ies per store. Malibu notes that "retailers desiring more than two copies will need to return coupons as instructed inside each Image Comics August release."

Image Releases Are Guaranteed Excitement!

There are two of the seven Image titles that are making their debut in August. *CyberForce #1*, by Marc Silvestri (*Uncanny X-Men, Wolverine*), is described as a "super-powered, fast-paced, high action global search for the one mutant that can save mankind...or destroy it!" The team members of CyberForce were originally created by a corporation to further it "corrupt and criminal ambitions." But, a small group "denounce iniquity and corruption" and break away from their creators to become known as CyberForce. The team of "goodguy" mutants battles the "badguy" mutants as they search for a 10-year old mutant child who has the abilty to sense and locate other mutants. This makes the child extremely prized by both sides and they"ll do anything to achieve their desired ends.

The second title released in August is *Shadowhawk #1*, a 4-issue series by Jim Valentino (*Guardians of the Galaxy*). Shadowhawk will "explore the darker side of the ever-expanding Image Universe" as he is "hunted by the NYPD for leaving a trail of muggers, rapists and thieves in his wake - all with broken spines." This series "will keep readers guessing, as not even they will be told what the title character's secret identity really is!" As a special bonus to fans, Jim Valentino has recently added new features to the first issue. The cover will be all black, with silver foil embossed art and logo. "This is a perfect visual for Jim's first issue cover," says Olbrich. "Valentino has created a mysterious character, a silver and black bird of prey. This cover presents an eye-catching image of this character." An original 6-page "Extra Image" preview of Shadowhawk will appear in *Youngblood #2*. It will be a flip book, just like the first issue, with one of the covers prominently displaying the Shadowhawk characters as well as members from the Youngblood team. The preview story will appear just inside the cover showing Shadowhawk. Concordingly, there will be a 5-page preview of Supreme within the pages of *Shadowhawk #1*.

The latest Image title, *Supreme*

#1, will be a new ongoing series brought to you by Rob Liefeld and Brian Murray. While Liefeld will be co-plotting and inking in issue #1, the bulk of the creative chores will rest in the hands of Murray, who has worked for DC Comics on *Young All-Stars* and for Continuity on *Ms. Mystic*. He also colors *Youngblood* and *Brigade*. Supreme has been away from Earth for more than 50 years having all kinds of cosmic adventures but has finally returned. The general population of Earth fails to be impressed by Supreme, which bruises his ego a bit. His first experience with these beings is an all-out battle with Youngblood. It's a major confrontation. Eventually, Supreme will be approached to join Youngblood. He refuses. Murray states, "He doesn't like these guys (Youngblood), he sees them as young turks on the scene." Instead he joins a group called Heavy Mettle (mettle being courage), which is owned by G.A.T.E. Industries. Murray feels that Supreme is not "your average whitebread hero" whom everybody thinks is the greatest guy in the world, and who helps kittens out of trees. "He has a much harder exterior," he said. The policy at Image is that all of the characters will cross-over, so Murray is excited about what the other creators do with Supreme. Spawn may be the only character in the universe with the power reserve to defeat Supreme. Murray said, "We have such a variety of characters that I think there are going to be some really neat juxtapositions of characters." Look for a sneak preview of Supreme in the "Extra Image" section of *Shadowhawk #1*. Look for *Supreme #1* in September!

Whilce Portacio will be bring-

ing his own characters into the Image Universe in October with *Wetworks #1*. The mini-series will be preceeded by a special pin-up in *Spawn #2*, a pin-up in Jim Lee's *WILDC.A.T.S #1*, a four-page story in *WILDC.A.T.S #2* and another four-page story in *WILDC.A.T.S #3* that will lead directly into *Wetworks #1*.

THIS JUST IN: In November, Larry Stroman with Todd Johnson will be joining the Image Universe with his title, Tribe. More details will be announced as they become available.

Image Comics Crossovers And Guest Appearances

One of the great joys of the Image Comics line-up is that the creators are in control of guest appearances and cross-overs among the titles. The following is a list of upcoming materializations among the Image line:

* YOUNGBLOOD will guest-star in *Savage Dragon #3* and *WILDC.A.T.S : Covert Action Teams #2*.

* SPAWN will have a cameo appearance in *Savage Dragon #3*.

* BEDROCK (from YOUNGBLOOD) will guest-star in *Savage Dragon #3* as he and the DRAGON go at it, head-to-head.

* *Youngblood #2* will have a special 5-page preview of SHADOWHAWK.

* The DRAGON will have a cameo appearance in *Spawn #4*.

Eastman and Laird Return To Turtles

Issue #50 of *Teenage Mutant Ninja Turtles* signifies an era of change, both for Mirage and for the characters in the TMNT book. Eastman and Laird, in celebration of their 8th anniversary of publishing *Teenage Mutant Ninja Turtles*, have returned to write and draw this milestone issue together and start the book in a new direction of continuity. Our favorite shelled heroes and their friends find themselves facing tremendous change and uncertainty as they return to New York City where they discover the Foot Clan still exists and will learn that life is more complex than they had ever imagined. Todd McFarlane, Erik Larsen, Walter Simonson and others will grace the pages of this issue with special pin-up art featuring the Turtles. Issue #50 will also feature a newly designed masthead on the cover which will appear on all Turtle books from #50 onward.

Also, in preparation for the anticipated release, a reprinted edition of *Collected Book One* is being made available. It features a brand new painted cover by A.C. Farley. It contains issues #1 through #11 plus the micro-series about each individual Turtle and totals 540 pages! Readers who have missed out on the earlier Turtle material will have the chance to complete their collections. Or, maybe you just want the special deluxe reprinting of *TMNT #1*. It's the original color cover with 64 interior pages, original story pages reproduced in sepia color as they appeared before print on duo-shade paper, and special sketchbook pages of original character designs and story roughs taken from the sketchbooks of Eastman and Laird along with an introduction by Harlan Ellison. As a special incentive, retailers will be given a free signed hardcover version of the book for every 30 softcovers they order. This is the book that started it all and here's your chance to get it!

There's more...Mirage Studios, in association with Fred Greenberg's Great Eastern Conventions, is hosting a convention to coincide with the book's release in August. Held in Portsmouth New Hampshire (where the very first issue of TMNT made its debut in May 1984) on Sunday, August 23rd, the event will feature a variety of activities, most notably a panel interview with all of the Mirage Studio's artists including guests of honor, Eastman and Laird. Four costumed turtles and their companion, April O'Neil, will also be on hand. There is also talk of a sneak peek at *TMNT movie III* as well as some other surprise attractions. This is a charitable event with all proceeds donated towards the preservation of the Plymouth Red-Belly Turtle, a New England species facing extinction.

If you just can't wait until August 23rd, maybe you can make it to this year's San Diego Comic Book Expo. Attending retailers will have the opportunity to preview *TMNT #50* at an exclusive Mirage cocktail party on Tuesday evening, August 11th.

Moving on...book #51 continues a 13-part series entitled "City At War". In this second episode, April has started a new life in sunny California. Meanwhile, Casey loses his way in the dark heartland of America and the Turtles face an uncertain future in the big bad apple. Co-written by Eastman and Laird with art by Jim Lawson and Keith Aiken and cover by the renowned A.C. Farley. *TMNT #51* ships in September.

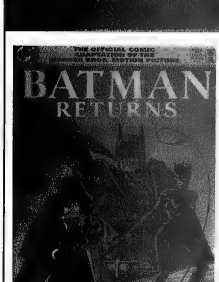
Happy Anniversary Turtles!!

Teenage Mutant Ninja Turtles #50

"City at War", Part 1 of 13.

point-counter point

by Jerry Smith



Thesis: Movies adapted into comic books are useless attempts to captilize on the popularity of certain films, and are in no way worth the paper they're printed on.

Mike's Point:

Movies adapted into comic books, are they worth buying? I say no. Let me briefly offer some reasons. First, the comic book adaptation is virtually always inferior to the original movie. Sure, there may be exceptions, but the rule holds pretty consistently. Rather than trot out an almost endless list of embarrassingly wretched comic adaptations, let me just pose a question. Call to mind some of your favorite movies that have been adapted into comic form. How many of the movies have you watched repeatedly, and how many of the comics have you bothered to reread even once? Be honest. I rest my case. Part of the problem is that any adaptation from one medium to another is going to suffer. The links between cinema and comics have been over estimated. Something is always lost in going from film to full color page, because the comic creators are forced to emulate the strengths of film rather than building on the strengths of the comic medium (this doesn't mean films are better than comics, the same deterioration takes place when you try to translate an excellent comic to film.). Further more, I believe most creators are at their best when they work without unreasonable constraints. How can we expect writers and artists to do their best work when they have to copy someone elses story and visuals? Let me stress that I am talking about adaptations, spinoffs, and original stories which use the characters or universes from a movie. In theory, spinoffs offer much more room for creativity, not much different from a new writer taking over a long running comic title. I still don't buy these movie related comics, I would rather buy something original, and not done only for the name recognition and cash value. Primarily I object to movie adaptations because they are a slap in the face to comic fandom. These things aren't really being created for comic fans. They are a merchandizing ploy aimed at tapping the much larger and/or lucrative market of movie goers. This attitude is usually reflected in the lack of quality in the product. If any company has tried to do good adaptations, it is Dark Horse. However, the Dark Horse editorial and letter columns leave me with the impression that even those folks view movie adaptations as bread and butter product which frees them to do more experimental and less commercial comics. The stuff they really enjoy doing. At a time when comics are trying to become legitimate, mediocre movie adaptations are a step in the wrong direction.

Jerry's Rebuttal:

Mike, you've got to stop making so much sense. I hate to start off the first Point/Counterpoint column by agreeing with you, but I'm afraid I must give a nod to most of your comments, straight comic book from movie adaptations are indeed lousy. In fact, the only decent one I can think of was Simon and Shuster's *Alien* adaptation, way back in the late seventies, by Archie Goodwin and Walt Simonson. It was the first graphic novel to make the New York Times bestseller list, and it wasn't even published by a comics company. Remember Marvel's *Close Encounters* movie adaptation about the same time? What a stinker. The problem I have with your position is that you mark off all

movie related comics as well. I know you buy almost no comics even connected with movies, just because you figure they won't be as enjoyable as the film on which they're based. That's just not true. Although it took the comic world almost

'Primarily I object to movie adaptations because they are a slap in the face to comic fandom.'

twenty years, they finally got *Star Trek* right. Mike W. Barr made the first few years of that title a worthy sequel to the television series, which is more than I can say for most of the movies (at least in comics they don't let Shatner direct). Like you Mike, I never used to buy any comic that had anything to do with a movie. Marvel's were always awful, presumably because of the rigid licensing agreements the company was forced to sign. I always figured, if the adaptations had to be bland rip-offs of the original, why do them? Someone must have been making a lot of money to keep this practice going. Then two things happened to movie-related comics: Dark Horse and Innovation. Dark Horse has done more than "tried" to do decent comics, they've succeeded. Those early *Aliens* sequels (or anything by Mark Verhieden) are as exciting as the original. Innovation has released a ton of quality material based on movies and TV shows. Their *Dark Shadows* is actually based on the unused scripts of that failed TV show's second season. Although slower than molasses, it's a darn fine comic. All of Innovation's TV and movie books aren't my cup of tea, but no one can deny they're made with utmost care and respect for the source material. It's true that Dark Horse's *Aliens* and *Terminator* books have showed signs of slowing down in quality, but they're still faithful to the movies that spawned them. DH needs to rethink the concepts of these books and put some real life back into them. While the storylines are still interesting and better than 90% of the books on the market, they need to be published because the story begs to be continued. Not just to keep the franchise going (I know I'm not in the real world here, but it would be nice, wouldn't it?). Finally, Mike, I think you're way too hard on some books I think you would like them if you just gave them a chance. Don't let twenty-some years of Marvel and DC bland, colorless adaptations fool you. It's the nineties, and creators are finally telling action-packed, relevant stories in these books.

Mike's fax to Jerry:

Jerry, I will admit that there are exceptions to every rule. Sure there have been some decent crossovers, but I've been so consistently disappointed by adaptations and spinoffs, I just don't want to waste my time or money. In the real world (you brought it up) both of these resources are too limited to squander. Even you admit that the Aliens/Terminator series, the cream of the adaptation crop, have gone downhill. For what it's worth, I will make two concessions. I admit the *Dark Shadows* series sounds intriguing, just for the sake of the untelevised storyline, although frankly, I'd be just as happy to read a two page synopsis in a fanzine. But, I am going to buy *Robocop/Terminator* simply because of my respect for Miller and Simonson. If anybody can win me over, those guys might do it.

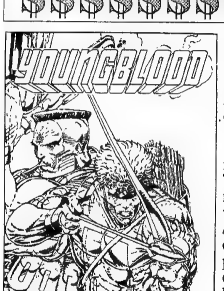
Jerry's voice mail to Mike:

Gotcha! See Michael, it all depends on the talent associated with the project, not the fact that said project is related to a movie. Miller and

'...it all depends on the talent associated with the project... The talent makes the comic, not the title.'

Simonson on Robocop/Terminator is enough to get you to fork over some hard earned cash in Dark Horse's direction. The talent makes the comic, not the title. All the Terminator/Aliens books need is a shot in the arm from some dynamite creators. Think of how many copies of Bill and Ted's Excellent Adventure Marvel would sell if Alan Moore did the writing and Jim Lee did the drawing.....Nahhhhhhh.

INDUSTRY NEWS



Comic Share Wars Heat Up

Battle Royale for Summer Dollars Breaks Out

Okay, we've seen the release of *Youngblood #1* (finally), the largest direct comic ever by a non-Big-Two publisher. This, of course, was a good marker for the beginning of what is proving to be the most interesting summer in the comic business for several years. Marvel, which saw the biggest successes of its most successful year ever last summer, is going to have tough competition this year. Here's why:

DC is riding the Batman movie hard: fueled by a number of strong Batman releases (including the new monthly *Shadow of the Bat* and *Batman Adventures*), DC share is up to nearly 26% for May, the highest it's been since last December. **Batman Returns**, released in June, and the animated series scheduled for September will help greatly in maintaining the Batman momentum. Other parts of the DC line are also getting some much-needed attention and revitalization this year as well as the long-due restructuring of the Impact line.

Dark Horse is hanging onto a solid number three position with a share of around 6%. In May, *RoboCop/Terminator #1* is the #5 dollar release overall.

Valiant and Malibu are jockeying for the number four position. The Valiant *Unity* promotion is moving a lot of books. And Malibu, which is publishing *Youngblood, Spawn, The Savage Dragon* and other Image titles, is getting unprecedented media attention because of the association with those books. *Spawn #1* set sales records at 1.7 million copies. That's a new record as the industry's best-selling creator-owned comic, formerly set by Liefeld's *Youngblood*.

Marvel remains the industry's undisputed market share leader, and is publishing a strong line-up this summer as well, including a number of well-planned and coordinated multi-book promotions. This is going to make every point of share any other publisher takes from Marvel a hard-won piece of the market.

For the specialty retailer this summer, the share war means strong releases from a multitude of publishers, and that represents a big opportunity. Promoting and merchandising the strong releases mentioned here, as well as others such as Eclipse's new F/X line, will give the big push needed for a strong comic market this summer.

Bill Gaines Remembered

Bill Gaines, the publisher and the driving force behind the outstanding E.C. line of comics in the '50's, died in his sleep on June 2nd. He was 70 years old. Under Mr. Gaines' leadership, E.C. published what is now considered to be some of the finest suspense, horror and war comics to ever see print. Gaines, along with Harvey Kurtzman, was also instrumental in the formation and immense success of *Mad Magazine*. His significant contributions to the comics industry will never be forgotten.

Cameron Bags The Fox

Twentieth Century Fox Film has signed James Cameron to an exclusive movie deal valued at more than $500 million. The five-year agreement calls for Mr. Cameron to make 12 films (either written, directed or produced by him) with Fox advancing a large percentage to back the projects. Fox Chairman Joe Roth said the studio will contribute as much as $50 million to a picture. The agreement is with Lightstorm Entertainment, Cameron's production company.

The deal bodes well for Marvel and the comics industry, as Cameron's involvement in bringing Marvel characters to the big screen - most notably *Spider-Man* and the *X-Men* - will now have adequate backing.

According to *The Wall Street Journal*, Mr. Cameron said he decided to accept Fox's invitation in part because the anxieties of working with troubled companies such as the financially strapped Carolco Pictures, Inc., which made both **Terminator** movies, were beginning to wear on him.

Industry News

New CEO At Mayfair

Jerry Dickerson, former Chief Operating Officer at Mayfair, has been promoted to Chief Executive Officer by Darwin Bromley, President. Dickerson will now be in charge of all executive decisions regarding Mayfair's marketing, production and day-to-day operations. As former President of GAMA's Retail Division and former Chief Operating Officer at Mayfair, Dickerson brings years of industry know-how to this position. Dickerson also owns *Games People Play*, a retail store in San Luis, California. Bromley will continue in his role as President by guiding the Mayfair staff with his boardgame and legal expertise, and by acting as company spokesman at both trade and consumer conventions.

Marvel Asks Image To Observe Copyrights

For months now, Image Comics and its creators have been the talk of the comics industry. Soon, they may be the talk of the legal community.

According to industry sources, a legal skirmish is erupting over character designs from Image creators which Marvel lawyers claim infringe upon Marvel's copyrighted likenesses, characters and character names. Major examples of copyright infringement cited by Marvel are the use of the "Punisher-esque" logo on the front of Todd McFarlane's Spawn character, and the naming of two secondary Youngblood characters, Riptide and Sentinel, both of which are characters already in the Marvel Universe. Marvel lawyers have also asked for assurances that the Image creators will avoid any use of concepts, ideas, artwork or storylines that may have been utilized or learned by them while they worked at Marvel.

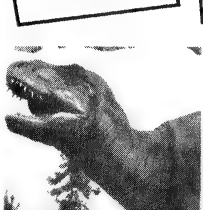
Until now, both parties have publicly insisted that the split of the ex-Marvel artists has been amicable, but recent events may prove otherwise. According to industry sources, Todd McFarlane has taken exception to Marvel's legal wrangling, insisting that his ideas, storylines and artwork are his alone, and that he'll continue to draw characters the same way, whoever he works for.

Marvel has always been extremely vigilant concerning their characters and copyrights, and seems to be keeping a close watch on the Image line-up of creators and their titles. Time will tell whether or not the matter ends up in court.

WaRP Graphics Warns: Elfquest Tapes "Illegal"

Richard Pini of WaRP Graphics is cautioning Direct Market distributors and retailers that *Elfquest* videotapes made by Abbey Lou Entertainment and distributed by BMC Scorpion are unauthorized. In a complaint filed in Los Angeles Superior Court, WaRP Graphics' asserts that Abbey Lou Entertainment is "breach of contract, breach of implied covenant of good faith, misappropriation of WaRP Graphics' rights, and declatory and injunctive relief." In the lawsuit, WaRP Graphics contends that any agreement which existed between WaRP and Abbey Lou is void and legally expired on October 13th, 1991.

TRADING CARD NEWS



New From Star Pics And Dinamation

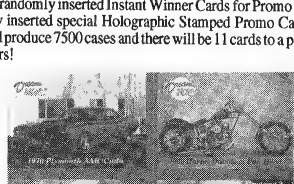
What's the biggest thing to come along in 65 million years? *Dino Cards*, that's what! Take a fantastic journey through prehistoric times with these beautifully produced cards, both paintings and photos of Dinamation International Corp.'s real-life facsimiles. They're scientifically accurate, educational, and packed with fascinating dinosaur facts. *Dino Cards*. Serious fun for all ages!

Ferngully Cards Are Limited (And Eco-Conscious)

Dart Flipcards has issued a 100-card set based on the animated feature *Ferngully: The Last Rainforest*. There are 90 full-color cards featuring characters from the movie, nine coloring cards, and a checklist. Only *1000* cases have been printed - on recycled paper, using vegetable-based inks and water-based varnish.

Hot, Fast...Classic

Lime Rock International is releasing their second edition of *Dream Machines*. It contains muscle cars, street rods, classic autos and more! You can collect the 1986 Corvette Convertible Pace Car, the 1955 Harley Davidson Pan Head, or the 1931 Model A Ford...this set has it all. There's a special subset featuring autos from "The Auction - Las Vegas", randomly inserted Instant Winner Cards for Promo Sheets and randomly inserted special Holographic Stamped Promo Cards. Lime Rock will produce 7500 cases and there will be 11 cards to a pack. Don't miss yours!



The Tick Test!

Back again for the first time! The 32 cards presented previously on the two *Tick Uncut Test Sheets* are joined by four new cards including a new card of the Tick autographed by Ben Edlund! The 36-card set will be boxed and serially numbered, and New England Comics intends to produce no more sets than are ordered. NEC hopes to produce a mass market Tick Card Set in the not-too-distant future. In the meantime, *The Tick, Arthur, Paul the Samurai, Man-Eating Cow, Oedipus, The Red Eye,* and plenty more colorful cards await within *The Tick Test Card Set*! These cards are double-sided, two-color printing in red, blue, black and white.

Pinhead and the Cenobites Come To Life

In August we'll be treated to Clive Barker's *Hellraiser III* and coinciding with this will be 110 foil-packed trading cards featuring scenes from all three *Hellraiser* movies! Pinhead and all your favorites from the popular series of horror films based on the work of Clive Barker are now immortalized in a handy, fit-in-your-back-pocket, regulation size, full-color card set.

Cenobites want more than this life can give them, want to go beyond the five senses, beyond pleasure and pain, into a new realm. In *Hellraiser III: Hell On Earth*, Pinhead, leader of the Cenobites, returns, but he is changed. The darker aspects of his personality have split away to wreak havoc upon the living, and only his human self can reign in the ensuing terror.

Hellraiser trading cards feature stills from all three blockbuster movies, with each character and scene described on the back. In addition, look for two kinds of spectacular, randomly inserted bonus cards: a *Hologram* of Pinhead, plus Clive Barker cards *autographed by Clive!* Ships in August from Eclipse.

Image Universe Trading Cards

Topps will be joining forces with Image Comics creators Jim Lee, Todd McFarlane, Marc Silvestri, Whilce Portacio, Rob Liefeld, Erik Larsen, and Jim Valentino, to create a 200-card Image Universe Trading Cards series. Each fan-favorite artist will be providing all-new artwork for the set, depicting all of the major Image characters, as well as some previously unseen characters.

The Image Universe Trading Cards themselves will be "Stadium Club" quality with UV coating on both card sides, and possibly, foil stamping. Limited cards will most likely include randomly inserted holograms, as well as the possibility of autographed cards. *The Image Universe Trading Cards* will ship 12 cards to a pack, with a suggested retail price od $1.25 per pack.

They will most likley not be exclusive to the Direct Market, although Topps may decide to change the cards' sales status after random test marketing. An *Image Universe Collector's Binder* is also in the works. Topps is scheduling the cards for a fall/winter release.

Star Wars 15th Anniversary Commemorative Card Set

Topps will be producing a special tribute to one of the highest grossing films ever made with the *Star Wars 15th Anniversary Commemorative Card Set*. This tribute set, produced in coooperation with Lucasfilm Ltd., will incude rare and previously unseen photos from the Lucasfilm archives, Kenner *Star Wars* figure designs never produced, production drawings and sketches, and more! Look for this special card set-from the folks that helped chronicle the *Star Wars* Saga on trading cards-to ship at the end of the year.

TOY NEWS

Hasbro Takes Control Of Conan License

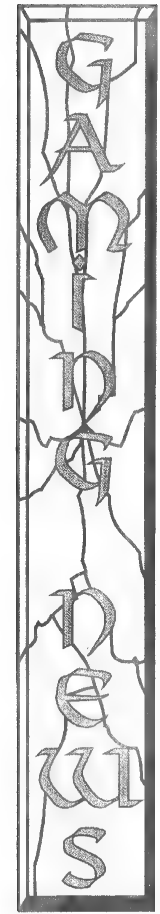
Hasbro-the number one manufacturer in the toy industry-has added the Conan license to its list of properties, buying the famed barbarian from Conan Properties and the estate of Robert E. Howard.

Hasbro plans to release a new toy line surrounding Conan in the future, but for the present Hasbro cancelled all merchandising licenses except for Marvel Comics and book publishers, Ace and Tor. For retaliers, it means the end of a wide variety of Conan products available from many Direct Market manufactures and vendors.

Hasbro plans to civilize the barbaian somewhat, releasing a younger, more clean-cut version of the Cimmerian warrior in a toy line entitled, *Conan The Adventurer*. Hasbro will most likely spin off Conan to an animated series for kids.

For remaining licensees Ace, Tor, and Marvel-Conan may face his toughest test yet-Hasbro editors who will want to present a single image of the famous barbarian.

Send Us Your Toy News!



Demons Are Even Better

Mayfair Games has already announced that *Demons*, a 192-page *Role Aids* sourcebook will release in August. Well, some neat changes are being made and we thought you should know about them.

Demons is no longer a sourcebook, it is a **sourcepack**, chock full of items designed specifically for fantasy game masters and players. The "new" *Demons* contains such things as 48 pages of hole-punched monster descriptions covering the demons and inhabitants of their infernal lairs, an 80 page game master's booklet and 64 pages entitled the "Ifernicum Mallemancia", an ancient book of demon lore that provides players with all the clues they need to tackle and defeat their diabolical adversaries. In addition to this, there is also a new list of powerful spells, new character classes, rules for half-demon player characters, dozens of new magic items, a complete adventure and a full color 22" x 34" map.

Demons is designed to show fantasy role players everywhere that there are quality alternative products on the market that will challenge their characters in ways never before possible. Besides, with original cover art by the infamous *Larry Elmore*, fan fave painter extraordinaire, how can you go wrong? Suggested retail is $20. Look for it in August!

Support Your Local Wolf Pack

With the help of an organization in Wisconsin called TWIN (Timber Wolf Information Network), *White Wolf Magazine* has been supporting a wolf pack in the wilds of Wisconsin through a program called Adopt a Wolf. Funds from White Wolf and other concerned people and organizations enable TWIN to track, tag and watch out for the few wolves remaining in the continental United States. White Wolf is proud to be part of this program and happy to continue the arrangement that was made last year - donating $1 for every subscription we receive to TWIN. White Wolf Magazine's pack, the 35 Pack, is, in all honesty, not doing so well. This is a very important issue that should not be ignored. Timber wolves are quickly becoming an extinct species. If you want to help, you can read more about the pack and TWIN in *White Wolf Magazine* or write to White Wolf for more information at 4598B Stonegate Ind. Blvd., Stone Mountain, GA 30083.

WIZARDS of the COAST

Current Releases

The Scent of the Beast
Release: July
System: Talislanta
Price: $10.00

The first starter kit for the Talislanta game system, and indeed is the first adventure ever published for Talislanta. It introduces the players to the Talislanta game system, providing them with briefing sheets to start their first Talislanta game quickly. The plot surrounding the rise of the Sub-Men and their threat to the Seven Kingdoms is presented for the first time. The PC's are hired to travel to Sindar to investigate a merchant who is apparently dealing with the Sub-Men. This mystery will be the first in a series of adventures that will take the characters deeper into the danger of the Sub-Men uprising.

Thrystram's Collectannea
Release: August
System: Talislanta
Price: $15.00

A collection of selected flora and fauna native to the continent of Talislanta. It describes the appearance, physical capabilities and habits of the many creatures native to Talislanta. This book contains material that was previously published in the *Talislanta Naturalist's Guide* and other supplements, plus a variety of new creatures. All entries have been revised and updated to conform to the 3rd edition rules published in the *Talislanta Guidebook*, and updated to reflect the most recent discoveries of Talislantan naturalists in the year 620 of the New Age - present time in the Talislanta game. *Thystram's Collectannea*, along with the *Talislanta Guidebook*, the *Archaen Codex* and the forthcoming *Talislanta Omnibus*, will form the core of the new Talislanta rulebooks from Wizards of the Coast. It will be a book Talislanta enthusiasts won't want to be without.

The Archaen Codex
Release: August
System: Talislanta
Price: $12.00

A sourcebook of advanced magic, legend and lore from the Forgotten Age of Talislanta's history. The contents of the mysterious Lyceum Arcanum Archives have finally been opened to the public and this sourcebook will reveal these secrets to Talislanta players for the first time. Included in the book is an overview of the Archaen Age, short bios of famous Forgotten Age sorcerers, and descriptions of many spells, lost books of magic and artifacts from the Forgotten Age. The lost art of sorcery will also be detailed for the first time, making this sourcebook one that Talislanta players will be looking for.

PREVIEW

TARZAN: LOVE, LIES, AND THE LOST CITY

By Walt Simonson and Matt Wagner

Tarzan: Love, Lies & The Lost City

Stories by Walt Simonson and Matt Wagner

Malibu Comics' new full color Tarzan: Love, Lies & The Lost City is the follow-up to the acclaimed 3-issue miniseries Tarzan The Warrior. "This is just the new step in bringing Tarzan to a new audience", says Malibu Publisher Dave Olbrich. "Henning and I have been working on getting some of the biggest names in the industry associated with the various Tarzan series and it's nice to see that work pay off."

Set for August, Tarzan: Love, Lies & The Lost City #1 features three color stories: the first chapter of a three-part Opar story by Henning Kure, Peter Snejbjerg and Teddy Kristiansen and adaptations of two classic Edgar Rice Burroughs Tarzan stories by Simonson, Wagner, Snejbjerg and Kristiansen.

The lead story re-establishes Tarzan's relationship with La, the high-priestess of Opar. Jane goes to Opar to rescue the granddaughter of an old acquaintance - but she ends up having to rescue Tarzan as well, from the perils of Opar and the temptations of La.

The two other Tarzan stories are entitled "Tarzan's First Love" by Matt Wagner and Teddy Kristiansen and "The Scar" by Walt Simonson and Peter Snejbjerg. According to Simonson, "I was part of the generation that got to read Burroughs' work first when it came out in paperback in the 60's. In hardcover, the work wasn't allowed in libraries and was frowned upon by serious-minded librarians. It's a pleasure to be irresponsible enough to help write a Tarzan story after all these years."

The first issue of this new series is designed as a flip book. The primary cover will be designed around the lead story and the secondary cover will fit both "The Scar" and "Tarzan's First Love".

TARZAN: LOVE, LIES AND THE LOST CITY!

JERRY'S

TOP 10

REASONS

Top 10 Things That Will Never Be Seen In Comics Again

10. Heroes getting their powers from being bitten by a radioactive member of the animal kingdom.
9. Only one comic title per month featuring a semi-popular character.
8. The good version of the Justice League. BWAA-HAA-HAA!!!.
7. Alan Moore
6. Comics under $1.
5. Guy Gardner's mind.
4. A quality Fantastic Four story.
3. Lex Luthor I
2. Any reference to Northstar's homosexuality.
1. The original Bucky.

Top 10 Actors Who Would Really Play Batman Better Than Michael Keaton

10. Steven Seagal
(Pretty self-explanatory)
9. Hart Bochner
(The geek who gets blown away in Die Hard)
8. Brandon Lee
(Bruce Lee's son)
7. Bryan Brown
(F/X, tossed drinks with Cruise in Cocktails)
6. David Copperfield
5. Charlie Sheen
(OK, in about 10 years)
4. Kevin Costner
3. Andy Garcia
2. Pierce Brosnan
(Remington Steele)
1. Mel Gibson

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